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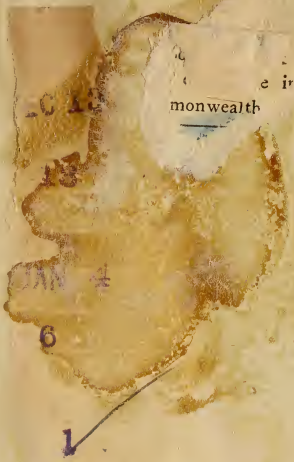
monwealth

TO MY OLD FRIEND

JOHN PROCTOR,

I Dedicate

THIS LITTLE VOLUME,

IN THE FULL ASSURANCE

THAT HE WILL RECEIVE THE COMPLIMENT

IN THE SPIRIT WITH WHICH IT IS OFFERED.

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PREFACE.

A Book containing all that is necessary to initiate beginners into the mysteries of Card Games will here, I trust, be found. Many are the treatises on Whist; but, their number notwithstanding, there still appears to be room for the Card Players' Manual. In it I have endeavoured to explain all the most popular of the games now played—from Whist the profound, to Napoleon the risky and Speculation the social.

The Treatises on Whist, Loo, and Cribbage, together with the chapters on Ecarté, Pope Joan, &c., are reprinted, with some important alterations, from my previous editions. The chapters on Bezique, Drole, Napoleon, Euchre, and some of the Round Games are now introduced for the first time. Whist, the King of Card Games, remains in much the same state in which it was left by "Edmond Hoyle, Gent," more than a hundred years ago. Except that the old game has been cut in two, no great improvements have been introduced into its practice since the issue of the "New Laws of Whist,

as played at White's, at Saunders's Chocolate House, &c.," in 1760. Piquet, now seldom played, has been unaltered from the time Hoyle published his Short Treatise, directing, " with moral Certainty, how to discard any Hand to Advantage, by shewing the Chances of taking any one, two, three, four, or five certain Cards ;" and Quadrille, despite some recent efforts to revive it, may be reckoned among the lost arts of the card-table. In these days of railroads and telegraphs, card-players find scant leisure for elaborate calculations and slow ponderings on the doctrine of chances ; but prefer the rapid progress of Short Whist and the lively surprises of Bézique. In like manner, Vingt-et-un and Napoleon have assumed the places once held by Pope Joan and Reversis. I have thought it well, however, to include in this volume many of the old-fashioned Card Games—in the hope and belief that they will be welcomed by all my old readers and hosts of new ones.

RAWDON CRAWLEY,
Captain Unattached.

MEGATHERIUM CLUB,
Eve of St. Leger, 1876.

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WHIST:

ITS

THEORY AND PRACTICE.

CHAPTER I.

INTRODUCTORY.

Behold four Kings in Majesty revered,
With hoary whiskers and a forky beard,
And four fair Queens, whose hands sustain a flower,
The expressive emblem of their softer power:
Four Knaves in garbs succinct, a trusty band,
Caps on their heads, and halberts in the hand;
And parti-coloured troops, a shining train,
Draw forth to combat on the velvet plain.
The Rape of the Lock.—POPE.

CHRISTMAS EVE, of all eves in the year, is the time for fun and merriment; singing, dancing, and acting charades for the juniors—cards and conversation, toasts, sentiments, and good old-fashioned stories for the seniors of the family. The day preceding Christmas is a good day on which to commence any important transaction: to wit, jotting down in your memory the names of the friends to whom you mean to make Christmas and New Year's presents; putting a comfortable fifty in the left-hand pocket of your pegtops to be distributed on boxing-day amongst the most deserving of your poor neighbours and dependents; looking over your banker's book with a view to a

little extra expenditure during the holidays, in order to make the young people happy and comfortable; assisting a poor relation to a substantial loan without interest, and other matters of that jovial character. Christmas time being a sort of starting point for the year before us, and card-playing being one of its good old-established customs, I esteem myself lucky in being able to bring out my treatise on Whist, the best game on the cards, on so auspicious an anniversary.

It is not my intention to trace the origin of cards; therefore I say nothing of the fable which attributes their invention to a French Abbé, in order to cure the melancholy of the Mad King, Charles the Sixth. I do not put much faith in the story as to the distribution of the pack into four suits or colours; therefore I pass by the notion that they were designed to represent the four conditions of man: the *gens de chœur*—gentlemen of the choir, or ecclesiastics, known by us as *Hearts;* the nobles or *espadas* who wore swords or pikes, and which we call *Spades;* the *trefles* (or trefoils) which represented the husbandman, and which we call *Clubs;* and the citizen class (*carreaux*, or square caps) now universally designated *Diamonds*. Nor do I think it necessary to do more than simply refer to the French notion that the four kings represent David, Alexander, Cæsar, and Charles, the monarchies of the Hebrews, Greeks, Romans, and Franks under Charlemagne; nor is it necessary that I should give in my adhesion to the notion that the four queens—Argine, Esther, Judith, and Pallas—are the types of good birth, piety, fortitude, and wisdom; or that by the knaves, are meant real proper knights, because the French call them by the historical names of Hogier and Lahire, or merely esquires or servants. These matters are really of no importance now-a-days; so I pass them by.

As to the origin of our famous game of Whist, a worthy French writer says:—"It is well known that the lords of the three kingdoms, after having declaimed all day and a portion of every night in parliament, on affairs

of state, found it necessary to invent a mute game, in order to rest their weary tongues—and hence we have *Whist*."

The date of the game's first appearance is not certainly known; but it must have been commonly played two hundred years ago, since we find frequent mention made of it by writers in the early part of the seventeenth century. "Ruff, Honours, and Whist," says Cotton, writing in 1680, "are games so well known in England, in all parts thereof, that every child of eight years old hath a competent knowledge of that [which?] recreation—these games differing little from one another." Swift alludes to Whist and Backgammon as proper games for clergymen; Thomson tells us that Whist was patronized by squires and gentlemen, and Pope, in one of his epistles to Martha Blount, says:—

> "Some squire perhaps, you take delight to rack,
> Whose game is Whist—whose drink, a toast in sack;
> Whose laughs are hearty, though his jests are coarse,
> Who loves you best of all things—but his horse."

But whensoever and by whomsoever invented, Whist is by all card players, acknowledged to be the king of games. Unlike most other card games, it presents great scope for the exercise of judgment, memory, skill, and good temper. In variety it yields to none, and in scientific calculation it is superior to any. It is not a game determinable by chance alone, for a single error or miscalculation is sufficient to overthrow the apparently most certain triumph. In a word, Whist is a game for ladies and gentlemen, rather than for snobs and servants.

Before I enter on an explanation of the mysteries of my favourite game there is yet something more to say. The first writer on Whist is brave old Hoyle, whose treatise, published in 1743, is, and must be, the text book to which all subsequent annotators refer. Times have changed since our author gave lessons on the game at a guinea each, for now the most elaborate disquisitions on its peculiarities may be purchased at half-a-crown. Before

Hoyle's time the game was probably played without any strict regard to rules; but since the appearance of his treatise certain known principles have been universally recognized by English and continental players. Early in the present century Mr. Mathews, of Bath, published his "Advice to Young Whist-players," which was to a certain extent a commentary or disquisition on Hoyle. It ran through several editions, and was for many years considered the standard work. The introduction of Short Whist, however, robbed Mr. Mathews of some of his honours; and since then various writers of greater or less authority have brought out works explanatory of the game. Of modern authors, Deschapelles and Carleton may be considered the best. May I hope that in future the name of Captain Crawley will be united to theirs, when lords and gentlemen quote the titles of Books of Games?

In my next chapter I shall enter fully into the mysteries of the game of Whist. For the present I must be allowed to merely hint at a few of the qualifications of a good player. *Imprimis*, he (or she) must keep a strict guard on his (or her) temper. A bad-tempered man cannot play at Whist. Next, let the student make himself thoroughly acquainted with the plain rules of the game, and before he plays endeavour to conquer the *principles* of the game. When he has mastered its *theory* he may begin to *practise*. When he has acquired sufficient knowledge to play a respectable game, learned how to follow his partner's lead and avoid the error of trumping his best card; when he can be sure he will not make a revoke, or throw away a last card in a suit unnecessarily—then he may enter upon the more intricate combinations, and think for himself when the rules laid down for his guidance may be safely followed or neglected. I presume (for the nonce) that I am writing for amateurs; therefore I may tell them that Whist is an amazing trier of patience, and that only he who can absolutely conquer its difficulties, can hope to become a good player. It is necessary to have a "calculating head" in order to excel; reflection and memory

are the two great qualities at Whist. Four good players know, almost to a certainty, where every card is placed after the second or third round. Two amateurs against two players stand not much more chance than if their cards were laid face upwards on the table. Whist is to be played in silence; it is not a conversation game. Study and practice are necessary before the *finesse* of the game can be fully acquired. *Indocti discant, et ament meminisse periti.* Or, in plain English, from these lessons let the unskilful learn, and let the learned improve their recollections.

CHAPTER II.

PRELIMINARY INSTRUCTIONS.

The Baron now his Diamonds pours apace,
The embroidered King, who shows but half his face,
And his refulgent Queen, with powers combined,
Of broken troops, an easy conquest find.
Clubs, Diamonds, Hearts, in wild disorder seen,
With throngs promiscuous strew the level green.
POPE.

THE only way to thoroughly master any art or science is to begin at the beginning. On the presumption, therefore, that some of my readers may know little or nothing of the game of Whist, I proceed to conduct them over that *pons asinorum*, known as the First Lesson.

The game of Whist, then, is played by four persons, with a full pack of fifty-two cards. The four persons are divided into partners, two and two. This division is usually settled at the commencement of the sitting by cutting or drawing the cards, the two highest playing the two lowest. The partners sit opposite each other on either side of the table, and cut for deal; the player cutting the lowest card deals, but it is usual in modern play to give the deal to the lowest card shown in cutting for partners. Previously to the cards being dealt the pack is shuffled or "made" by the elder hand, and cut by the younger; the undermost card in the pack thus shuffled and cut being the trump. The pack is then dealt out card by card to each player, beginning with the left, the *elder hand*, till the whole are distributed. The last card, the *trump*, is then thrown on the table, face upwards, and so remains till the first trick is turned, when it is taken up by the dealer and added to his hand.

The cards being dealt, each player takes up his thirteen cards and arranges them into suits; that is to say, places

each kind of card with its fellows, the hearts, diamonds, spades, and clubs, by themselves, so that they may be readily selected when required. The *elder hand*—the player on the left of the dealer, be it remembered—now *leads* or plays a card; his left-hand neighbour follows, then his partner, and lastly, his right-hand adversary. The highest card in the suit, or a trump, wins the *trick*, which is then taken up and placed by itself. The winner of the trick then plays another card, and so the game proceeds till the whole thirteen tricks are played, and the *hand* is finished.

The cards are then again shuffled and cut, and the second deal commences, the player on the left of the last dealer taking the deal, and *his* left-hand player becoming the *elder hand*. In this way the deal goes round till the game is completed. It is usual for each player to take the deal in turn, though in some companies they cut for deal at the commencement of every game.

The value or rank of the cards in Whist is as follows: The *ace* is the highest card in each suit, then the king, queen, knave, ten, and so on, down to the two (*deuce* or deux), which is the lowest.

It is usual for the partner of the player who wins the first trick to take it up and keep the score; and, for convenience sake, he commonly keeps the score throughout the sitting. The game is reckoned thus:—In Long Whist, which we are now considering, each trick *above six* reckons *one point towards the game*, which consists of *ten tricks*.

Now, with regard to the way in which the tricks are won. Each player *must* follow suit, *if he can*, or he subjects himself to the penalty of a *revoke*, of which more presently. But if he be not able to follow suit, he may play a *trump*, and so win the trick, or throw away any small card of another suit, which is called *renouncing*.

The ace, king, queen, and knave of trumps are called *honours*, and they reckon each a point towards the game, independent of the tricks. Thus: the partners holding between them *three* honours score *two* to their game; if

they hold the whole *four*, of course they score them; but if each player hold *one* honour only, or if each *side* hold *two* honours each, no score can be counted, and honours are said to be *divided*. As already explained, *ten tricks are game*. But if either party score *nine* tricks they are not allowed to count honours, even though they may hold the whole four. The side holding *eight* tricks has the privilege of what is known as *the call;* that is, the player having two honours may—*when it comes to his turn to play, and not before*—ask his partner, "Can you one?" or, "Have you an honour?" If he have, he assents, and the three honours are shown, and the game won. Of course, the player at eight points may show the three honours in his own hand if he has them. At *nine* points, honours do not count; at *eight*, honours, if shown, count before tricks; but at *seven* or *six*, tricks count before honours. It is usual among Whist-players to reckon the *games* in this way: A *single* game is won by one point or more points against a less number; a *double* is won by either side scoring *ten* points before their adversaries have scored *five*, and a *triple*, or *lurch*, (seldom played now-a-days) is when either side scores ten points to *love* or nothing. A *rubber* is the best two games of three.

POINTS OF A RUBBER.

A *single*, 1 point; a *double*, 2 points; and the *rub*, 2 points. Thus it will be seen that, in playing for points, it is possible for either side to win *five* points—one for the single, two for the double, and two for the rub. When triplets are allowed, *eight* points may be gained in a single rubber. I have often seen Whist played in the clubs at £5 games, and guinea points; but I do not approve of such high stakes, for then the game degenerates into mere gambling, which is detestable. As Whist is a really scientific game, very small stakes, or none at all, need only be played for.

When the whole thirteen tricks have been gained in one hand, it is called a *slam*. In some companies the *slam* is

considered equivalent to a full rubber; but this must always depend on the practice of the table.

A *lurch* is, at some tables, reckoned equivalent to three points. This also is a matter of private arrangement.

The points of the game are usually marked on the table with four counters. The simplest method I am acquainted with is this:—

1,	2,	3,	4,	5,	6,	7,	8,	9.
			oo	o	o	oo	ooo	o
o	oo	ooo	oo	oo	ooo	o	o	o
								o

The principle of this method of keeping the score is, that the unit *above* counts for three, and *below*, for five.

Various ingenious little instruments have been invented to serve as Whist Markers, but I know of none superior to the four coins—except indeed *Goodall's Marker*, which is first rate.

EXPLANATION OF TERMS USED IN WHIST.

Shuffling.—Mixing the cards; this is done previous to every new deal.

Blue Peter.—A signal for trumps, explained in a subsequent page.

Cutting.—One player lifts a few cards from the pack and places them on the table; the lower heap is then placed on the top. In cutting for partners or deal, each party lifts a few cards and shows the undermost one of his lot. To save trouble, it is common either to deal a card to each player or to throw the pack on the table, face downwards, and let each player select one.

Dealing.—Distributing the cards face downwards.

Double.—Scoring ten before your adversaries have marked five at Long Whist. Or five before three in Short Whist.

Faced Card.—One with its face upwards, so as to be seen. When a card is faced, it is usual to have a fresh deal; if demanded by the opposite side.

Hand.—The number of cards belonging to each player.

Elder hand.—The person who leads. At starting, the player to the left of the dealer.

King Card.—Highest remaining card of a suit.

Trick.—The four cards played in a single round.

Trump.—The last card dealt, and which always belongs to the dealer. All the cards of this suit are then trumps for that round.

Suits.—The four orders of cards, thirteen to each, viz., hearts and diamonds (red); spades and clubs (black). If a trump card is played, it is called *trumping the suit.*

Renounce.—Playing a card of another suit to that led; not a trump.

Ruff.—Trumping a renounced suit.

Revoking.—Trumping, by mistake or design, when you can follow suit. The penalty for a *revoke* is the loss of three tricks, which may be claimed at any time during the deal, but not afterwards.

Finessing.—Endeavouring to gain an advantage by concealing your hand. Thus, a third player possessing the *best*, and the *third-best* card of a suit led, plays the latter, and risks his adversary having the second-best. If the last player does not win the trick, the third player, sure of making his best card, wins a trick.

Forcing.—Playing a suit in which your partner or adversary has none, thus forcing the latter to trump or pass the trick.

Long Trump.—The possession of one or more trumps. when all the rest are played.

Love.—No score having been made in the game.

Loose Card.—A card of no value, and which may, therefore, be thrown on a trick won or lost.

Lurch.—(At Long Whist), not saving the double

Points.—The number of tricks that constitute the game or rubber.

Sequence.—Three or more cards in consecutive order or value—as ace, king, queen; seven, eight, nine, ten, &c.

Single.—Scoring the ten tricks at Long Whist after your

adversaries have scored five. At Short Whist after they have scored four.

Slam.—Winning every trick in the round.

Bumber.—A rubber of full points—five at Long Whist, eight at Short Whist. That is, winning two games in succession before your adversaries have scored.

Quarte.—The four successive cards in any suite. Ace, king, queen, knave, constitute what is called *Quarte-major.*

Quint.—Five successive cards of a suit.

Rubber.—The best of three games.

See-saw, is when each partner trumps a suit, and they play those cards which allow each to use his trumps.

Tenace.—Being last player, and possessing the best and third-best cards. Thus, if your adversary leads a king, you are able to take it with your ace; if he leads a knave, you are able to take it with your queen; and you thus win two tricks.

Minor Tenace.—The second and fourth best of a suit.

Trumping Suit, is when the player, having no card of the suit led, plays a trump.

Underplay.—Playing a deceptive game. For instance, the elder hand playing a small card when he holds the best in the suit.

We have now fairly given the Alphabet of the game. Let the novice make himself fully acquainted with it, and in a little while he will be able to take a hand at Whist.

BOB SHORT'S MAXIMS.

The following maxims for Whist may be easily committed to memory:—

Lead from your strong suit, and be cautious how you change suits; and keep a commanding card to bring it in again.

Lead through the strong suit and up to the weak, but not in trumps, unless very strong in them.

Lead the highest of a sequence; but if you have a quarte or cinque to a king, lead the lowest.

Lead through an honour, particularly if the game be much against you.

Lead your best trump, if your adversaries be eight, and you have no honour; but not if you have four trumps, unless you have a sequence.

Lead a trump if you have four or five, or a strong hand; but not if weak.

Having ace, king, and two or three small cards, lead ace and king, if weak in trumps; but a small one if strong in them.

If you have the last trump, with some winning cards, and one losing card only, lead the losing card.

Return your partner's lead, not your adversary's; and if you have only three in the suit, play the best; but you need not return it immediately, when you win with the king, queen, or knave, and have only small ones, or when you hold a good sequence, have a strong suit, or have five trumps.

Do not lead from ace queen or ace knave.

Do not lead an ace, unless you have a king.

Do not lead a thirteenth card, unless trumps be out.

Do not trump a thirteenth card, unless you be last player, or want the lead.

Keep a small card to return your partner's lead.

Be cautious in trumping a card when strong in trumps, particularly if you have a strong suit.

Having only a few small trumps, make them when you can.

If your partner refuse to trump a suit, of which he knows you have not the best, lead your best trump.

When you hold all the remaining trumps play one, and then try to put the lead in your partner's hand.

Remember how many of each suit are out, and what is the best card left in each hand.

Never force your partner if you are weak in trumps, unless you have a renounce, or want the odd trick.

When playing for the odd trick, be cautious of trumping out, especially if your partner be likely to trump a suit; and make all the tricks you can early, and avoid finessing.

If you take a trick, and have a sequence, win it with the lowest.

Retain the turn-up card as long as you can.

Attend to the score; and, keep your temper!

CHAPTER III.

THE ACKNOWLEDGED RULES OF THE GAME.

The skilful nymph reviews her force with care—
"Let Spades be trumps!" she said, and trumps they were.
POPE.

HAVING given a brief general account of the game of Whist, we will now, most intelligent of readers and most studious of students, with your kind permission, descend to particulars. Let no man flatter himself that he is an adept at Whist till he has won and lost at least a hundred games. "It is a great desideratum," says Deschapelles, "that the game should be detailed in a definite, constant, and uniform manner; but, at the same time, that its principles should remain unchanged." There is no disagreeing with this, though it must be confessed that the advice is given in a rather sententious manner—a manner common to great writers and Frenchmen. "Sir," said my Lord Bumptious to me one evening at the Megatherium—his lordship rather affects the Johnsonian style—"Sir, Whist must be played in its integrity. A knowledge of Whist, sir, is a great thing; there is a community of mind in it. A thorough comprehension and polite practice of Whist is the parole of diplomatists and gentlemen all over the world."

"Except at Whitechapel and Timbuctoo," whispered young Charley Blathers to me, with a twinkle of his grey eye, "where the barbarians play at Put, and score the game with dead men's knuckle-bones."

His lordship, who has been attached to half the embassies in Europe, and has played Whist at the Courts of Vienna and Mecklenburg, double dummy, frowned at this

unseasonable interruption, and went on to give us youngsters a few hints on the game, which I here, even at the risk of repetition, embody under the head of

A FEW EASY RULES FOR AMATEURS.

When you have sorted your hand so as to place each card of the four suits in their natural order, lead from the strongest suit.

When you possess a good hand, it is policy to lead through an honour—lead through the strong suit up to the weak one.

With a fair hand and four or five trumps, it is well to lead a trump. You will then see what sort of cards your opponents hold.

If you hold sequences—three or four cards in consecutive order—play your highest. If, for instance, you hold queen, king, and ace, play the ace, and make the next trick with your king.

If you hold ace and queen, it is as well to keep them back till you see where the king lies. It is not good to play an ace without you hold a king. The best lead in that case is with a little one, when, if your partner has the king, you win two tricks instead of one.

Be careful not to lead a thirteenth card, unless all the trumps are out; nor should you trump a thirteenth card, unless you are last player. This, however, is only a general rule. I hold it best to win a trick whenever I can without prejudice to my partner's game.

It is a maxim always to be remembered, that the third hand plays high, and heads the trick, if he can, because this obliges the last player to expose his hand; and even if he win the trick, you know that the next highest card in the suit must make a trick.

Always endeavour to hold back a commanding card, in order to bring your strong suit into play.

Follow your partner's lead, and not your adversary's.

It may sometimes happen, however, that you will do well to cross the game. But you must be careful by so doing that you do not lead trumps when your partner is likely to trump any particular suit.

Never force your adversary with your best card, unless you possess the next best.

When your partner leads, endeavour to keep the command in his hand. Your time is sure to come if you only wait and watch.

With only a single card of a suit, it is, perhaps, well to lead it, especially if you have two or three small trumps, as then your partner can usually bring them into play.

It is well for the dealer to keep the turn-up card in his hand as long as he can, even if it be a small one. It may be used advantageously in making a last trick. Never neglect to make the odd trick, as upon that often depends the game. If you have no honours, and your opponents stand at eight, play your highest trump.

Be not rash in playing. Look well after the highest card in the suit, and do not trump it if your partner has led, *without you feel certain that the fourth player will make the trick with a trump;* in which case, either play a high trump, or let the trick pass.

The state of your score must be your guide as to making tricks. I consider eight better than nine, when your opponents stand only at four or five, because you may call honours next deal; but if they are six or seven, I should decidedly not throw away a trick to avoid getting into the nine holes.

The above short rules may be very well committed to memory, but they are by no means to be considered all that you have to remember. A single chapter is too short for all the laws of the game; nor would it be well to encumber the student's memory with too much at a time. I shall, therefore, conclude this lesson, my dear pupils, with a batch of

HINTS AND CAUTIONS.

And not only for amateurs, but also for old whist-players, are the following maxims intended. They are admitted as invariable and binding by the players at the best clubs; and even the Marquess de Queenace, who is acknowledged to be supreme at the game, has been obliged to conform to them.

First, then, *lookers-on have no right to interfere, unless appealed to;* and this I say in the face of two opinions, directly contrary to each other. Mr. Watson, in his admirable treatise on "Short Whist"—and the rule applies equally to all the Whist games—says, "Should a trick be wrongly scored, or parties during play take up a trick to which they are not entitled, or omit to score honours, or score them when they have them not, or make a revoke which is not noticed, &c., the bystanders must remain silent, whatever may be their interest therein." Deschapelles, on the contrary, gives it as his opinion that—"if any points be marked which have not been gained, it is the duty of the bystanders to mention the circumstance, and to have the error rectified." This last is the French rule, and will not hold water in this "tight little island." "I should like," observed my friend the Right Hon. Elphinstone Macer—to whom I mentioned the discrepancy between the two authorities—"I should like to see any looker-on interfere with *my* game!"

A shown card, or one drawn completely from the player's hand, may be called for and dealt with as a played card. This, however, does not apply to a trump, which would cause the player to make a revoke.

If the player announce his ability to win all the remaining tricks, the opposite players may insist on the cards in both partners' hands being laid on the table, and a card may be "called," or treated as an exposed card. Each trick may then be played from the exposed hands.

The lead is completed as soon as the second card is played, and the first player has then no right to withdraw his card and substitute another.

The game is finished and over when the score is made up and the pack gathered together. After that no dispute can be allowed to take place as to tricks, honours, or revokes.

If a player throw up his cards and the next player do so likewise, the hand is at an end. Deschapelles, however, leaves this matter somewhat in doubt. "Our expressions," he observes, "are sometimes designedly indefinite, because, upon reflection, having found it necessary to be vague, we make a duty of necessity."(!) What does the learned Frenchman mean by this confusion of terms? Most certainly the rule in England is as I have stated it.

None but the last player has any right to look at the last trick. This rule, though not always enforced at English card tables, is strictly in accordance with the etiquette of Whist.

After the first trick is turned, and the trump card taken into the dealer's hand, no player has any right to ask to see it.

Any player is allowed to ask his partner "What are trumps?" or to request him to "Draw his card," or at eight, to ask if he has an honour; or to inquire if he can follow suit; or to ask if there be not a revoke. But these questions can only be asked when it is the questioner's turn to play.

No player is allowed to draw his own card unless required to do so by his partner.

No points can be marked after the second trick of the following deal has been turned.

At eight points it is the privilege of the elder hand to ask the younger, and not the younger the elder, whether he has an honour.

The tricks should be placed in such order as will enable the whole of the players to see them; and thus many disputes may be avoided.

At eight points the player who has the lead may show three honours and claim the game.

Honours shown after the lead, or at any point except eight, may, and should, be treated as exposed cards.

In some companies a *slam*—that is, the winning of the whole thirteen tricks in one hand—is equivalent to a rubber. In the clubs, however, a "slam" is only reckoned as a rubber when the partners scoring the thirteen tricks hold also the four honours.

CHAPTER IV.

THE ACKNOWLEDGED RULES OF THE GAME (*continued*).

If Hercules and Lychas play at dice,
Which is the better man? The greater throw
May turn by fortune from the weaker hand:
So is Alcides beaten by his page.—SHAKSPEARE.

"THE beginner at Whist," says the great Deschapelles, "is not entirely destitute of some notion of the game. First, he has before his eyes his thirteen cards, the trump card, and the position of the game; and again, he is acquainted with the strength of the players, and has some idea of a system of play. But these advantages are trifling, when compared with what remains to be learned, and with those probabilities which arise from the fall of every card as the round advances. To the indolent these advantages will ever remain a hidden talent; nor is it likely that chance will improve them; to the hesitating and doubtful, as they do not appear in a sufficiently tangible form, they will be lost in imagination and caprice; but when placed in the hands of the investigating and sagacious, they will increase with study and practice; they will grow with the growth of genius, and at length invest it with a regular and palpable system, which, gradually disengaging itself from the obscure and probable, will at length be enabled to draw inferences amounting to almost a positive certainty."

This fanfaronade, which is quoted by Mr. Carleton at the commencement of his own admirable treatise on Whist, may possibly convey information to some minds; but I confess, with my friend Charley Blathers, it smells very much of the study, and very little of the card table. "Nothing like practice and a retintive memory, me bye,"

observed the Mulligan to me, when he chanced to call in at my chambers, and kindly looked over my proofs, just come damp from the printer. "Me princelee ancestors, who were great carrd-players, as well as waarriors, have left it as a maxim for all amathures at Whist that an ounce of practice is worth a pound of theory." And so, without further preface, I proceed with the game: and first as to

CUTTING-IN FOR PARTNERS.

The ace is the lowest card in cutting. Not fewer than four cards are considered a cut. The club rule is to have two new packs of cards, and for each player to cut off a certain number, when the two highest and the two lowest become partners. In general society it is considered sufficient to throw the cards, face downwards, on the table, and let each player select one. If the two lowest or two highest cards be a tie, the cards must be cut again by the parties holding the tie, and so on through any number of ties. Should a card be exposed, there must be a fresh cut, the dealer having the option of shuffling them before the next cut. After the pack is cut it cannot be changed during that deal. All cutting in and cutting out must be in pairs. Should other persons present wish to play, the two who have been longest in, retire. It is usual in that case to cut again for partners. The right-hand opponent cuts the cards for the dealer.

THE DEAL.

Previous to the deal the cards must be shuffled. It has been usual for either of the players to shuffle the pack, the dealer having the privilege of shuffling last; but this I believe to be wrong. The practice in the clubs to which I belong is that which is most in accordance with fairness and good order: the player at the left hand of the dealer shuffles, or "makes" the pack, the right-hand opponent cuts them, and the dealer's partner has no business, and

is not allowed, to touch the cards at all. But previous to the cut, the dealer can, of course, shuffle the cards if he choose. The cards must always be shuffled *above*, and not *on* or *below* the table.

The cards must be dealt one at a time, beginning at the left hand. Should the bottom card be exposed in cutting or dealing, opponents can claim a fresh deal. Where it is the habit of the players to bet on the trump, it should not be exposed till the bets are completed.

A *misdeal* occurs under the following circumstances:— Where too many or too few cards are given to any one player; where the dealer looks at the bottom card before the deal is completed; where a card is shown; where the cards are dealt without being cut; where the pack is faulty. *In all cases, except the last, the deal is forfeited and passes to the next player.*

If the dealer suspect he has given a card too many to either player, he may count the cards in his hand, but not touch those on the table. He may then rectify a mistake before another card is dealt. *A faced card necessitates a fresh deal*, if demanded by either side.

There is no penalty for facing a card by accident, which is not the trump, by any player other than the dealer.

Should any player deal out of turn, the deal must stand, if it be completed and the trump card turned. In such case the player passed over loses his deal. If the mistake be discovered before the deal is completed, it must be rectified.

It is the duty of the dealer's partner to gather up the cards after each game, and place them at his right hand.

The deal is not lost through the faultiness of the cards, but it is the duty of the first dealer to count the cards on commencing a game.

The trump card must always be left on the table till the first trick is turned, after which it is taken into the dealer's hand. If left on the table after the first round, it may be treated as an exposed card, and called for by the opposite players.

THE GAME.

It must be understood that the following laws are imperative.

A card played out of turn can be called at any part of the game.

No objection can be made to a lead out of turn after the first card is played to the next trick.

Opponents have the privilege of either allowing a card to remain that has been played by the wrong partner, or they may insist on the right player leading, when the card is treated as if it had been exposed.

Should a player play out of turn before his partner has played a card, the opponents may call on him to play his highest or lowest card of the suit led, or trump.

Should a player, after having won a trick, lead again before his partner has laid down his card, the card so played becomes an exposed card, and the other partner may be called upon to win the trick, if he can.

It is allowable, when a player does not follow his partner's lead or trump, for the latter to inquire whether he holds any of the suit led.

If two cards have been played together, or if the player play twice to the same trick, his opponent may select which card shall be played to the trick, and the other may be called, provided it does not cause a revoke. If the trick be turned with five cards in it, a fresh deal may be called.

All cards played out of turn are treated as exposed cards, and must be left on the table if demanded by the opposite players.

Before playing, the player may ask his partner to draw his card

No player but he who won the last trick has a right to look at it after it is turned.

Should the third player play before the second, the fourth player has a right also to play before the second. Should

a fourth player throw down a card before the second, or third, either of them may insist on the fourth player's card remaining, that they may win the trick if they can.

Should a card be trumped in error, the error may be corrected before the trick is turned.

No player can transfer his cards to a nonplayer, without the consent of the table.

New cards may be called for at any period of a rubber before dealing. Of course this law applies more particularly to club tables.

THE REVOKE.

I have already explained the nature of a revoke. Any player may rectify his mistake, in playing a trump when he can follow suit, before the trick is turned; but he may be called upon to play his highest or lowest card of the suit led, and the exposed card may be called.

The penalty for a revoke is three tricks.

The party claiming a revoke must search the tricks before the cards are cut for the next deal.

If the players accused of making a revoke shuffle the cards together so that the tricks cannot be examined, they forfeit three tricks, as for a revoke.

The players against whom a revoke has been established, cannot, under any circumstances, win a game in that hand.

The players making a revoke remain at nine, should their score be ten or more after the three tricks have been deducted.

In case of revokes on both sides, a fresh deal must be called.

THE SCORE.

Long Whist consists of ten points—a point is scored for each trick after six.

In reckoning, tricks count before honours, except at eight, as already explained.

Four honours in one or both the partners' hands, count

as *four;* three, as *two;* two honours on each side go for nothing—*honours are divided.*

At the point of nine, honours do not count.

Honours cannot be counted unless they have been claimed and scored before the succeeding deal is completed.

At eight, as already explained, the players having them can show them and claim the game. No player is allowed to call without holding two honours. Should a partner neglect to answer the call of his partner at eight points, tricks count first.

One partner should keep the score, but if both score and any discrepancy arise between the scores, opponents may select which score they please.

The *rubber* consists of two games of three.

Points are scored for tricks and honours. The game is ten points. If either side score ten before their opponents have scored five, they win a *double:* if the opposite have scored five or more against ten, the latter win a single. The whole thirteen tricks being won before the other side have scored a trick is called a *slam,* and in some clubs is equivalent to a rubber.

No points can be scored after the second trick of the next deal has been scored.

A player scoring more than he is entitled to, is allowed to correct his mistake at any time during the game. If he score too few, the fault and penalty are his own. If a player neglect to score his points, he loses them if another game is commenced. In a former chapter I explained how the score ought to be kept with counters. In my next chapter I shall proceed to consider the proper mode of playing each hand.

CHAPTER V.

FIRST HAND—THE LEAD.

Spadillo first, unconquerable lord!
Led off two captive trumps, and swept the board.
POPE.

IT has been said by the accomplished Frenchman, Deschapelles—who, whatever else he did amiss, certainly played well at Whist—that on the first card played depended the success of that particular round, and sometimes, indeed, the game itself. I cannot go quite so far as that, but it is certain that a good lead—*le premier pas qui coûte*—goes very far to win the game. "The difference," says Deschapelles, "which exists between the beginning and end of a game is incalculable. It sets out in ignorance and obscurity, guided by instinct and chance, supported by invention and talent. It finishes in experience, guided by positive evidence, and supported by the light of mathematical deduction." "A deal at Whist," he goes on to say, "may be considered as a graduated scale of intelligence, beginning with the inventor's faculty, and ending with mathematical demonstration; and we easily imagine that his intellectual powers are not unemployed during its construction. Every faculty of the mind is engaged in the operation; every class of mental agency, and every shead of intelligence is, in some degree, called into action; and the continual change in the faculty employed prevents too laborious an exertion of intellect, keeps up excitement to the end, and produces the highest degree of pleasure!"

Our author then divides a deal of Whist into two parts, and elaborately demonstrates each round till what he calls the culminating point—the seventh or odd trick—is achieved.

It is scarcely necessary that we should follow the

learned professor through his long and tedious disquisition; but just to show the spirit of his remarks, I venture upon a further quotation. Hear him:—"The leading of the round should be preceded by reflection. Some time may be found for the latter, an excuse for which may be made in arranging the cards, and reviewing the strength of our hand. This, of course, will not confuse the memory, that great organ by which our game is regulated, because it is not yet called into action. This interval will be well employed, as it will give an opportunity of laying down the frame-work of that web whence all the threads of action proceed, and from which an effect is to be produced. The time thus spent in reflection will be well repaid, and the sequel will yield most beneficial results; for every second thus employed will afterwards produce a ten-fold interest. The cards will flow in such rapid succession from your hand that your adversaries will be wholly unable to draw any inductions from them injurious to your game; and your partner, excited by your calm and collected manner, and attentively seconding your efforts, will feel inspired by a spark of that feeling of concord which destroys all separate existence, and makes us consider ourselves as parts of a whole (!)—that feeling so instantaneous in its action, so subtle in its essence, and productive of such miracles." (!!)

Then descending from heaven to earth, the great Whist-player comes to the actual practice of the game, and becomes an intelligible and safe guide. He tells us that to play the king when we hold the ace, is to inform our adversaries of the strength of our hand, and make a useless parade of strength—a parade that is immediately taken advantage of to our confusion and loss. The art of the leading player is so to play his cards as to inform his partner of the strength of his hand, without, at the same time, disclosing his secret to his adversaries. How is this to be accomplished? "Why," says Deschapelles, "if you lead by a false invite, by a knave or queen, for instance, you deprive your partner of his best means of defence,

and may happen to fall into your adversaries' strongest suit, and involve yourself in utter ruin.

"Suppose you lead by a true invite; here again your chance of success may be weak, especially if it be true that, in order to discover the state of your partner's hand, you must play from a weak suit; besides, such a mode of play, even when successful, is not accompanied with important results, and if you are not supported, your means are crippled for the remainder of the round.

"Suppose you lead a trump; if you are strong in trumps, they are weakened by the lead, and thus, giving your antagonists timely notice of your strength, they will unite their efforts, and strain every nerve to save the game; if, on the other hand, you are weak in trumps, you have thus initiated your adversaries, and taught them their own powers; you have been the first to provoke the contest, and draw upon yourself the inevitable and disastrous consequences of your indiscretion, and every succeeding movement of the round, by contributing to expose your weakness, will confirm your impending fate, and at length complete your destruction.

"The lead of a deal at Whist is directed by invention in a descending scale of progression, from the first trick down to the seventh!

"The second part of the deal begins between the sixth and the eighth trick. All plans of finesse and strategy disappear now that the action of the game itself comes into play. The scheming of the players is now revealed, the position of the cards more palpable, and the fate of the game, to a certain degree, evident. This moment comes sooner or later to different players, in proportion to the attention they bestow on the game; it depends, in a great measure, on the will of the player, on the interest which he takes in playing, and consequently on his desire or indifference for gain."

So far the Frenchman. Now let us descend to our own experience. And first, let me warn the young whist-player not to sort his cards after any regular plan, but

to put the suits together just as they fall. Many players put their trumps to the right or left of their other cards, and thus show to a sharp-sighted adversary just how many trumps they hold. For my part, I think the very best plan is to take up the cards just as they happen to fall, and hold them spaced in the hand without sorting. A very little practice will soon enable the player to select the right card without arranging them previously. Now then for the rules as to the lead.

I know that various writers have various opinions as to the advisability of leading a single card of a suit, when you have no other, especially if the first player be weak in trumps. I always do so, and I think it best, because, after all, it is the best policy to play that card which will least damage your partner's chance. Lead from your strongest suit, for when trumps are out they make tricks.

With ace and three or four cards, not trumps, lead your ace, and then follow with a small one, which will give your partner an opportunity of bringing in his king.

In leading from a sequence play the highest, unless it be a king.

With king and two or three others, lead an eight or ten. The third player must then bring out a high card and almost force the ace. If your partner has the ace he makes it, and your king is safe to make a trick.

In sequences lead from the highest, rather than from the lowest, becauses it obliges your left-hand adversary to head the trick and informs your partner; who, if he holds the best card of the suit, allows you to win the trick and reserves his own.

If strong in trumps reserve them, and finesse. If weak, or with four or five small ones, lead out from trumps and exhaust the suit, especially if you happen to hold good cards of other suits.

If you hold ace, king, and a small card, lead the ace and afterwards the king, and so make sure of two tricks.

With only one trump and a good hand play a certain

card, and then the trump. Your partner discovering that you have no more trumps, will do all he can to draw two for one, and so give you an opportunity of making your other suits. With ace, king, and queen, lead the king, and afterwards the queen, which will inform your partner that you have the ace.

With a weak hand—as queen, knave, and ten—play the highest, and thus you strengthen your partner's hand; for, if he hold king and ace, or either of them, he can reserve them, or play them as he finds it necessary.

If weak in trumps, and you hold ace and king of any other suit, play the ace, and follow with the king If you are strong in trumps, you may lead a small card and give your partner the chance of making his queen.

Be careful not to keep back the highest card of your partner's best suit, or he may fancy his adversaries have it and so lose the lead.

It is not *always* good play to return your partner's lead. With a certain trick in your hand, *make it*, and *then* return the lead.

With king, queen, and one small card, play the small one. Your partner then has a chance of making his ace, and you are freed from any fear of afterwards making your king and queen.

With king, knave, and ten, lead the ten; for if your partner hold the ace, you have a fair chance of making three tricks, whether he pass the ten or not.

Retain, if possible, a high card to command your adversary's leading suit; but be careful not to keep a high card that must fall to a trump.

When your left-hand adversary passes a winning card, notice what card he throws away, and then when you have again the lead play a high card of that suit. The chances are that he has thrown from his longest suit. If you have reason to think your right-hand opponent hold small cards of a suit, lead that suit as soon as you can.

It is not good policy always to open a new suit till you have exhausted the one before you; for remember that the

thirteenth card is as good as a trump when trumps are all out.

Reserve the thirteenth card for the odd trick, *if you can*, especially if there be trumps yet in hand. But when only one trump remains to be played, boldly lead with the thirteenth card; the trump may be with your partner instead of with your adversaries.

Take notice of your partner's hand, and endeavour to lead up to it.

With ace and four small trumps, lead the lowest. Your ace of trumps must always make a trick.

I do not consider it good policy to lead a king when it is your only card of a suit, for you then tell your adversaries of your weakness, and possibly injure your partner's chance of the game.

But if you hold five or six trumps, you may safely lead the single king.

With five or six trumps, lead off two rounds with them, and you then secure a certain trick, even should you have lost the two tricks thus ventured upon.

Return your partner's lead in trumps, unless you command certain tricks.

With the trumps about equal—you with four, for instance—hesitate not, but lead them. Lead through a king or queen that has been turned up on your left hand.

With a long suit, and ace, king, queen, and a small one of trumps, get out the trumps and make your long suit secure.

If your partner fail to follow suit, and yet does not trump a winning card, play a trump the moment the lead is in your hands.

If you have only the ace of trumps, and you suspect your adversaries are strong in trumps, play the ace. The king or queen may fall on your left.

Do not force your partner if he is strong in trumps; but if he pass a trump, then lead trumps whenever you can.

If your adversary lead trumps, do not return his lead

if you are strong in trumps; for then you know he must be weak, and that his object is to exhaust them.

If three trumps only remain, and you have two, play one of them; then if you win the trick, your hand and your partner's are safe.

Do not play a thirteenth card if both you and your partner are out of trumps, as in that case you give your adversaries a chance of making their trumps separately.

With knave, king, and ace of trumps, play the king, and then lead from another suit. This will tell your partner where the honours lie and enable you to finesse with your knave, as the queen may be on your right hand. Without there is an absolute necessity, from weakness in other suits, do not call for honours at the point of eight. In the clubs, honours are seldom called at eight unless one has been turned up.

With only a single trump in your hand, lead it boldly; for then, should your partner be strong in trumps, he secures two for one.

And never forget that upon the lead depends the success of the game. In Whist, as in a school-fight, the first knock-down blow is half the battle.

CHAPTER VI.

THE SECOND HAND.

And now (as oft in some distempered state)
On one nice trick depends the general fate,
An Ace of Hearts steps forth.

POPE.

"CARDS," says Shenstone, "if one may guess from their first appearance, seem invented for the use of children, but by degrees men grew enamoured of the use of them as a suitable entertainment." Then Mr. Shenstone, as was the fashion with writers of the Johnsonian school, enters into a tirade against card-playing, and ends by saying, "that when a gentleman invites him to play cards, he considers it as that gentleman's private opinion that he has neither sense nor fancy." It is clear that Shenstone could not have frequented the *best* society, or, at any rate, that he could not have been acquainted with Whist. Indeed, I very much doubt whether the game mentioned by Thomson, Pope, Prior, and their contemporaries, is the game now so popular among all classes. It was not till comparatively late years that any well understood code of laws governed Whist and the other card games, and even Edmund Hoyle himself was better known by his name than by his works. The "Slam, Ruff, and Honours," described by Cotton and others, is no more like our Whist than was the "Richard the Third" of William Shakspeare like the "Richard" we have seen at the minor theatres. I observe, too, that the Short Whist that was so fashionable ten years since no longer holds undisputed sway at Arthur's, Brookes', and the United Service clubs. After being cut in two, for the convenience of players who indulged in high stakes, the game is gradually assuming its original noble proportions.

But *revenons à nous moutons.* As second player, it would appear that there is little for the novice to learn beyond the act of following suit. After a few games, however, he will discover that much of the success of the round depends on the manner in which he plays his hand. But let him beware of attempting too much. Remember the maxim of the witty and caustic Rochefoucauld: "An inclination to *appear* clever often prevents our really *becoming* so." And again: "It requires great ability to be able to conceal our ability; it requires no less tact to profit by good advice than to be guided by our own opinions."

With these cautions let me essay a few general and safe rules for the conduct of the second hand at Whist. Of course, as often as the lead changes, the relative positions of the players—as first, second, third, or fourth hand—change also. My friends at Brookes', White's, and the Megatherium Clubs, will kindly remember that I am writing for novices, who require everything to be fully explained.

When you hold ace and king of the suit led, make the first and second trick, and lead another suit. The third round will most probably be trumped. It is a matter of no consequence which you play first, ace or king, as in either case your partner will be informed as to the strength of your hand.

As a rule, the second player throws away small cards, especially when he is strong in the several suits.

With ace, king, and knave, as second player, it is best that you should win the trick with the ace, and then lead another suit. Then, if your right-hand adversary repeat his former lead, you can finesse with your knave, and still command the suit, and at the same time inform your partner.

With a sequence of four or five cards in the suit led, play the lowest.

With ace, king, and queen, play the ace, as this mode of of play will induce your left-hand opponent to return his partner's lead, in the belief that he holds the king.

With ace, ten, and a small card, play the small one when the queen is led, as that gives your partner an opportunity of making his king, if he hold it, and at the same time keeps the command in your hands. But if the queen win the round, then do not attempt to finesse with your ten, in the next, but play your ace, and you will most likely catch the king from your left-hand adversary, or give your partner a chance of trumping when the king is led.

With ace, knave, and another, it is sometimes well to pass the trick when the king is led, as your right-hand opponent, supposing his partner to hold the ace, repeats the suit with the queen, and enables you to make your ace and knave. This is, however, a rather dangerous experiment with any other suit than trumps, as the elder hand may have played from a single card, the king, in order to get out his trumps.

If you hold king and queen, play the queen; if only queen and knave, play the latter; and so also with the other cards of the suit.

With ace and another, it is best to play the small one, as you then give your partner, the last player, an opportunity of winning the trick. If you play ace, it may happen that your partner's king will fall to it.

If you hold only the queen and another, play the queen to a knave led, as that obliges the third hand to play his king or ace, or pass the trick.

With ace, queen, and ten, play the queen, and secure the lead in another round, as that obliges the third player to make his king. But if trumps be led, then play your ten. If the third player win the trick, he will, most probably, be induced to return the lead, when you make your ten ace.

With the ten and a small card, play the small one in the first round; but if your right-hand adversary lead with a low card in the second round, then put on your ten; and thus you may save a trick, and strengthen your partner's hand.

Be careful in trumping doubtful cards; but if you have

reason to believe that your partner is weak in trumps, then trump your adversary's lead, whenever you have an opportunity, unless you know that your partner has the best card of the suit led.

Never let a chance of making a trick pass you after the first or second round. Your small trumps had better be made when opportunity presents itself, as they must of course fall to the superior cards; and even should your partner hold the winning cards of the suits you ruff, they will most probably make tricks towards the end of the hand. If you are weak in trumps, it is well, perhaps, to trump in the second round, as then you enable your partner to make the leading cards of the other suits.

When strong in trumps, but enabled only to win one certain trick, it is well to pass the trick, as then your partner has a chance of making the best card of the suit, besides retaining the command of trumps. If you find it necessary to trump a thirteenth card, trump with a heavy one, the best you have below the ace, as that compels your left-hand adversary to play *his* best.

With "king singly guarded"—that is, with king and only one other card, play your king boldly; the chances are that your right-hand adversary had led from his ace.

Nearly all the old authorities on Whist condemn the practice of the second hand heading the leading card. *They* say the second hand should play low; *I* say, and many first-rate players agree with me, that the second hand should not allow a trick to pass him that he can safely make. The "king ever, the queen never!" Thus, with a king and small one, play the king; with a queen and a small one, play the juvenile. If the third player throw the king, and your partner has the ace, you are afterwards enabled to make your queen, and win two tricks on your opponents' lead.

When the highest card of a suit is led in the second or third round, and you are unable to follow suit, trump high, even should you know that the third player holds a still higher trump. But if you have reason to think the

same suit will be again led by your right-hand opponent, win the trick by all means and play out a trump.

Let the player of the second hand always remember this last and most important rule. *If you cannot win the trick, follow suit, or trump, throw away a card that is not likely ever to make a trick—as a deuce, trois, or quatre.*

CHAPTER VII.

THE THIRD HAND.

Fortune's blows
When most struck home, being gentle wounded, crave
A noble cunning.—SHAKSPEARE.

"THE amateur at Whist," says one of the editors of Hoyle—I really forget which among the number—"should not perplex himself with many calculations, but after obtaining a little theoretical knowledge of the game, prefer contending with good players rather than with novices, and particularly avoid playing with those who find fault or attempt to direct him during the game." That is to say, he should consent to learn Whist as the boys at public schools used to acquire Latin and mathematics—by aid of much beating; a very shallow-pated method, I take it. On the contrary, let the amateur thoroughly master the theory of the game, and he may then take a hand at any table in the three kingdoms. It is quite useless to acquire a mere empyrical knowledge of any art or science. A fellow in Dublin, called White, or Kite, or some such name, plagiarised my book on Billiards, and stole my title. Being in the Irish metropolis one summer, I strolled into his rooms and found him, just what I expected, a braggart Irishman, who could make a few flashy strokes, but knew no more of the theory of the game than did the cue with which he "twists" and "screws" his way through the world. And so also in Whist. It is *not* sufficient to be able merely to *play a little;* he who would come off with credit at club or party, must strive to master the game and play *well.* And this brings me back to the editor of Hoyle, just now quoted. I quite agree with him that it is disagreeable to have a fault-finding partner: but the amateur must not be disheartened; and, instead of feeling

annoyed at being told when he is wrong, let him profit by his mistakes, and take advice as he does physic—as a remedy and a cure. The young player must accustom himself to defeat, but never let him lose his temper. A man who cannot play cards and lose his money without at the same time losing his temper, had better stick to the smoking room of his club and read the papers, or assist in playing charades, when he visits his friends, for the amusement of country cousins and other varieties of the slow-and-sure family. And now, before I analyse the duties of the Third Player, let me just jot down a word or two of advice, equally valuable to all four hands :—

Never lead a card without having some particular object in view, even though that object be a worthless one.

As indifferent play may sometimes succeed where good play would fail, a correct judgment cannot always be formed from this result; therefore let not old players quarrel with their partners for what may be very excusable errors.

Learn to comprehend the reason for every kind of play adopted by your partner, and assist him whenever you can. Recollect that, together you have twenty-six cards, and it matters not which of you wins the odd trick, or holds the honours, so that you secure the game.

Be careful not to make a revoke or a misdeal. Deschapelles says : "There is no circumstance that tends to more confusion in a game at Whist than a revoke. It is altogether opposed to the principles of the game. The making of a revoke should be, and is, visited by a severe chastisement, on account of the disorder it occasions, and because of the ease with which it may escape notice."

When you have accidentally made a revoke, never object to pay the penalty. I shall, by and by, have something more to say on the subject of revokes.

Take up the turn-up when the first round is completed, to prevent it being called as an exposed card.

Be courteous, conciliatory, and, at the same time, vigilant!

Now, then, for a brief examination of the duties of the player who holds

THIRD HAND.

It is an axiom at Whist that the third hand should always play high. But there are exceptions to this, as to other rules. If, for instance, you hold ace and queen, finesse with your queen, and if you win the trick, immediately lead your ace. If your partner has led a small card with the king behind, you will probably catch his majesty; but even in that case you will have secured two tricks. But suppose your partner to hold king and two others, then you stand a chance of making three, when, had you played your ace in the first round, you would only have made two. If your partner lead a small card, it is best that you should play your highest, except in a case similar to the above.

The player holding third hand has better and more frequent opportunities for exercising the delicate operation of finesse, than either of the other players.

If your partner lead a thirteenth card, and the second player either fail to trump, or show a weakness in trumps, put on a heavy trump and win the trick. But if you are weak in trumps, then let the trick pass and reserve your trumps; and even if the second hand play a ten, and you have the queen, play it, and so force the last player. Sometimes your partner will play a thirteenth card, so as to enable you to make your trumps separately. If you have reason to think this is the case, trump high. It is even well, occasionally, to sacrifice your own small trump, in order that your partner may secure his remaining trump, and get the lead. Should your partner play an ace and then lead with a queen, put your king on it and leave his suit open, for the probability is, that he holds the knave and some others. Having won the trick with your king, play trumps, if you hold well in them.

With ace and king, play the ace and return the king, which will leave your partner free in the suit he led.

With ace and knave, play the ace and return the knave, which will enable your partner to hold the command of that suit with his king or queen, if he has also smaller cards.

With king and knave, play the king and return the knave, and so strengthen your partner's hand.

With ace and one small card only, I think it good play to put the ace on your partner's king, and return the lead, for the chances are the ace would be an obstruction to his suit, by his not knowing where it lies. Having made the trick with the ace, you play a small one, and enable him to make his queen or knave. Then, if he return the suit, you can trump and keep the lead.

Hoyle says that it is good play, with the king and one small card, to play the king to your partner's ace and return the suit, so that there may be no baulk to his hand. But I am rather doubtful on this point, as it might happen that your partner led from ace and ten, or ace and eight, in which case you would have lost the command of the suit. In this case the player must exercise his own good judgment.

If your right-hand adversary call for honours at eight, and you hold ace, king, nine, and others, finesse with the small one. But if your left-hand adversary fail to call, or does not answer to his partner's invitation, then finesse with your ten, if you hold it, and you may, perhaps, secure your opponent's queen.

If you hold sequences—say the three or four highest cards of a suit—play the highest, and return the lead.

If you have any doubt about where the highest card of the suit led lies, play a strong one, and force the last player.

Endeavour always to keep the command in your partner's hand, if you have reason to believe he holds good cards. Never force your partner, if you can avoid it; for I hold it a safe rule for the third player to make the trick, rather than risk its loss.

CHAPTER VIII.

THE FOURTH HAND.

UNDERPLAY, RUFFING, FORCING, &c.

O, thoughtless mortals! ever blind to fate,
Too soon dejected, and too soon elate;
Sudden these Honours shall be snatched away,
And cursed for ever this victorious day.

POPE.

"IN war," says Voltaire, "we ought to do that which the enemy most dreads." As in war, so in Whist: with a difference, however; for we *play* with our friends and *fight* with our enemies. We must do both with honour and in all fairness; and Whist is honour. Why, in both field and club—

"Not to be captious, nor unjustly fight,
'Tis to confess what's wrong, and do what's right."

There's a world of wisdom in the old epigram. The Whist-player should be especially careful "not to be captious," and if he happen to sit opposite a careless partner he must not "unjustly fight" against the chances and probabilities of the game. When he makes a mistake—a revoke or a misdeal, for instance—he will be esteemed a better man and a better player if he at once, and without hesitation, "confesses to the wrong" and "does what's right," by giving up the three tricks claimed as penalty for his fault. And there are many valuable lessons to be learned over the card-table. Whist is a corrector of morals; for how soon is a falsehood discovered in "counting honours?"—a practical teacher of diplomacy; for what ambassador ever won the "odd trick" without exercising a little "finesse?"—a test of temper; for what tries

a man so severely as a run of ill luck at stiffish points, with a bad partner?—a reprover of vanity; for what so completely takes the conceit out of a braggart as the success of his adversary?—a warning against negligence; for what player ever shows indifference when the fate of the game depends on the making the last trick in the suit?—a teacher of logic; for what empirical practice ever stood against the force of "four by honours and three by cards?"—an admonisher against idleness; for what lazy player ever came off with credit when he neglected to follow his partner's lead, or trumped his best card in the suit?—an argument in favour of method, exactness, and good principles—a represser of idle conversation—a punisher of injustice—a rewarder of right—an advocate for integrity—a respecter of precedent—an upholder of privilege—a friend to honour, and a thorough-going conservative in all that regards fair dealing and gentlemanly conduct. Who shall say more in favour of any other indoor game? Whist is play for gentlemen, and "what is a gentleman without his amusements?"

Having said thus much on the general subject, let us now descend to particulars, and see what are the duties and responsibilities of the last player.

It is the business of the fourth hand to win the trick if it be against him, irrespective of all calculations as to what his partner or his opponents may hold. If he cannot head the third player's card, let him throw away a small one.

If you hold ace, knave, and a small one, and your partner lead the king, play the small one. On your partner leading with the same suit, the queen will probably be played by the third hand, in which case you will make a trick with both ace and knave.

With only two cards of a suit, say ace and ten, win your partner's trick with the ace, and return the suit.

If you hold a sequence, it is good play to win the trick with the lowest card, and return the highest.

It may sometimes happen that it is better to throw

away a loose card and pass the trick, than to play a trump —supposing that you are not strong in trumps.

Always endeavour to lead through a strong suit, in which your opponents are presumed to be weak. Indeed, the advantage gained is worth the risk of heading your partner's trick.

It is not *always* bad play to lead from your adversary's suit. When the third hand is weak in his partner's lead, you may return that suit with advantage. Your own partner may hold well in that suit, while you know that your adversary has played the best card he had.

If you hold the thirteenth trump, keep it in your hand to make a trick when your partner's lead fails; or, if you have good leading cards in your own hand, play the trump and lead from your strong suit.

Lastly, never pass a trick when you are in nine holes. But if both sides stand at eight, it is well to pass the odd trick, and drop your adversary into the fatal pit of nine.

Having gone through the separate hands it would appear that all has been said that can be said on the subject. This, however, is by no means the case. A practical knowledge of the following expedients, common at the Whist table, is, if not absolutely necessary, at least very useful to any one who would become an expert at the game.

UNDERPLAY.

The kind of play known under this title is frequently adopted by "old hands" when opposed to "novices." The expedient is simple in the extreme, and once known can easily be detected. It consists principally in keeping back a king-card so as to leave your adversary in doubt as to where it may be. By this means you sometimes enable

your partner to make a third best card, while you still retain the command of the suit—or your opponents, being deceived, lead out the suit and lose a trick. Underplay is not, however, invariably successful. It may happen that the king-card is ruffed, or that your opponents hold the third best, in which case a trick would necessarily be lost.

When, however, you hold a tolerably long suit in trumps, it is advantageous to adopt the underplay, especially if you have reason to believe that your partner is weak in trumps. *Par exemple:* you hold ace, queen, and four trumps; a knave being led, you, as second hand, must not, as in the old style of play, take the trick with the ace, but pass and leave it for your partner. And so also of analogous cases.

RUFFING AND FORCING.

As already explained, the term *ruffing* or *trumping* is applied to a case in which a trump is played to any other suit led; and *forcing* means the playing of a card that compels your partner or adversary to part with a trump. The rule to be observed in the vast majority of cases is very simple. Don't force your partner if you are weak in trumps, unless you have a renounce, or want to win the odd trick.

But there *are* cases in which I would force my partner, without the slightest compunction; as, for instance, when there appeared to be a chance of a see-saw; when he leads for a ruff, and does not immediately play trumps; if he has not given the signal for a trump; and lastly, when playing for the odd trick.

Certain rules, with regard to the ruff, are accepted in nearly all companies. If you are strong in trumps do not ruff a second-best or uncertain card, except in case of a see-saw; but if you are weak in trumps, then ruff, even though you are certain of being over-ruffed, and know that the king-card is in your partner's hand. The advantages of this mode of play are, that you show your partner the

poverty of your hand, and by means of your poor trumps draw a higher one from your adversary; possibly leaving the command of your opponent's adverse suit with your partner.

Again, it is of great importance that you should bring down the strength of a long suit as soon as possible. Some players are afraid of ruffing with the king-trump; but they evidently forget that the ace can make but one trick, while the ruff may obstruct the winning of several.

If your partner refuse to be forced, you know that he has either a strong hand of trumps, or none at all.

It is also very impolitic to force both your adversaries, as by that means you enable one of them to make loose trumps, and the other to discard. The danger of this mode of play is often not discovered till it is too late. Amateur players sometimes make the mistake of equally forcing strong and weak hands.

Be careful in playing your thirteenth card, that the advantage fall to your partner. If he have one trump, well and good; but if the two remaining trumps are in the hands of your opponents, the playing of the thirteenth card is bad.

When your partner seems anxious to get out trumps, defer to him gracefully. It is bad taste and bad play, in such a case, to hoard up a single trump for the purpose of ruffing.

With four or five trumps, and an otherwise weak hand, do not allow yourself to be forced unnecessarily, as by exhausting the trumps your opponents may probably establish a long suit. The better play is to reserve your trumps and support your partner, and by that means turn the tables on your adversaries.

When your partner refuses to ruff a winning card, lead a trump immediately; your highest trump if weak. On the other hand, if your adversary decline to ruff, it is useless to change the suit and play trumps. The best plan is to pursue the lead and give your partner the opportunity of a counter renounce.

BLUE PETER.

I spoke just now of a player giving his partner an intimation that he wishes him to play a trump. The signal called *Blue Peter* is given by *playing a superior card unnecessarily before an inferior*; as a ten before an eight, or a knave before a queen, a tray before a deuce, &c. This signal is understood by your partner to be an intimation that the player wishes for trumps.

ARTIFICIAL MEMORY.

Many players attribute the loss of a game to their want of memory. Now, although I place no reliance on mnemonical systems of placing the cards, I nevertheless insert Hoyle's plan for showing what he calls artificial memory.

"Place the trumps to the left of all the other suits in your hand, the best or strongest suit next, the second best next, and the weakest last on the right hand.

"If, in the course of play, you find you have the best card remaining of any suit, place it to the right of them, as it must certainly win a trick, after all the trumps are played.

"When you find you are possessed of the second best card of any suit, to remember, place it on the right hand of that card you have already to remember as the best card remaining.

"If you have the third best card of any suit, place a small card of that suit between the second best card and the third best.

"In order to remember your partner's first lead, place a small card of the suit led entirely to the left of the trumps, or trump, in case you have but one.

"When you deal, put the trump turned up to the left of all your trumps; and, as it is a kind of rule, keep this trump

as long as you are able; it will be more out of the way, and easier for you to recollect."

The best plan in my opinion is, however, to observe the allowed inferences; namely, the *Blue Peter*, &c. The leading from the highest of a sequence suggesting the fact of your partner holding the next card in value; the leading from a king-trump, and then stopping, being an intimation that your partner is weak in trumps, especially after a ruff; a discard being a hint that your partner does not wish that particular suit led, and so on. Your partner discarding an ace or king card is a direct indication that your partner holds the other cards of the sequence; the discarding the second best card is an indication that your partner has no more of that suit.

The fourth hand ought to win at the least possible cost to the player. If, therefore, he win a ten with an ace, you know that your partner has nothing lower to beat the ten; but if he immediately return the king, you would equally know that he does not hold the queen, and so on. By winning with the highest, and returning the lowest card of a sequence, one player is informed of the strength of the other. All these inferences are allowable, and are of the greatest importance to remember, especially in trumps.

PLAYING THE STRICT GAME.

In most companies, first-rate card-players insist on the *strict game* being played. I hold it to be a good maxim that no allowances should be made for forgetfulness, and that any departure from the regular rules should be visited by the proper penalty. If players once begin to excuse faults, the beauty of the game is destroyed, and Whist degenerates into Beggar my Neighbour, besides opening a way for disputes. Charles Lamb, in one of his charming Essays of Elia, has an admirable "bit," *apropos*, of the necessity of playing the strict game. I beg to extract some portion of

MRS. BATTLE'S OPINIONS ON WHIST.

"'A clear fire, a clean hearth, and the rigour of the game.' This was the celebrated *wish* of old Sarah Battle (now with God), who, next to her devotions, loved a good game of Whist. She was none of your lukewarm gamesters, your half-and-half players, who have no objection to take a hand, if you want one to make up a rubber; who affirm that they have no pleasure in winning; that they like to win one game and lose another; that they can while away an hour very agreeably at a card-table, but are indifferent whether they play or no; and will desire an adversary, who has slipped a wrong card, to take it up and play another. These insufferable triflers are the curse of a table. One of these flies will spoil a whole pot. Of such it may be said that they do not play at cards, but only play at playing at them.

"Sarah Battle was none of that breed. She detested them, as I do, from her heart and soul, and would not, save upon a striking emergency, willingly seat herself at the same table with them. She loved a thorough-paced partner, a determined enemy. She took, and gave, no concessions. She hated favours. She never made a revoke, nor ever passed it over in her adversary without exacting the utmost forfeiture. She fought a good fight: cut and thrust. She held not her good sword (her cards) 'like a dancer.' She sate bolt upright; and neither showed you her cards, nor desired to see yours. All people have their blind side—their superstitions; and I have heard her declare, under the rose, that hearts were her favourite suit.

"I never in my life—and I knew Sarah Battle many of the best years of it—saw her take out her snuff-box when it was her turn to play; or snuff a candle in the middle of a game; or ring for a servant, till it was fairly over. She never introduced, or connived at, miscellaneous conversation during its process. As she emphatically observed,

cards were cards; and if I ever saw unmingled distaste in her fine last-century countenance, it was at the airs of a young gentleman of a literary turn, who had been with difficulty persuaded to take a hand; and who, in his excess of candour, declared that he thought there was no harm in unbending the mind now and then, after serious studies, in recreations of that kind! She could not bear to have her noble occupation, to which she wound up her faculties, considered in that light. It was her business, her duty; the thing she came into the world to do,—and she did it. She unbent her mind afterwards, over a book.

"Pope was her favourite author: his Rape of the Lock her favourite work. She once did me the favour to play over with me (with the cards) his celebrated game of Ombre in that poem; and to explain to me how far it agreed with, and in what points it would be found to differ from, quadrille. Her illustrations were apposite and poignant; and I had the pleasure of sending the substance of them to Mr. Bowles; but I suppose they came too late to be inserted among his ingenious notes upon that author.

"Quadrille, she told me, was her first love, but Whist was the *solider* game—that was her word. It was a long meal; not like quadrille, a feast of snatches. One or two rubbers might co-extend in duration with the evening. . . . . A grave simplicity was what she chiefly admired in her favourite game: there was nothing silly in it like the Nob at Cribbage—nothing superfluous. She even wished that Whist were more simple than it is, and saw no reason for the deciding of the trump by the turn of the card. Why not one suit always trumps? In square games (she meant Whist) all that is possible to be allowed in card-playing is accomplished. No inducement could ever prevail upon her to play *for nothing*. She could not conceive a *game* wanting the spritely infusion of chance, the handsome excuses of good fortune. Man is a gaming animal, and his passion can scarcely be more safely expended than upon a game at cards with only a few shillings for the stake."

CHAPTER IX.

LEADING TRUMPS.

Good unexpected, evil unforeseen,
Appear by turns as Fortune shifts the scene;
Some raised aloft come tumbling down amain,
And fall so hard, they bound and rise again.

LANDSDOWNE.

"DRAT that man," says Mrs. Hickenbotham, the grocer's stout spouse, "he's been and gone and trumped my best card!" "Peste!" mutters the Countess Dowager Fitzfluke, in similar circumstances; "a trick lost!" "Me bye," exclaims my friend Costigan, "ye should look well after the thirteenth carrd, and be particularly careful not to thrump yer partner's king." "Sir," exclaims the Right Honourable Edward Elphinstone Macer, with the blandest and most cutting coolness, "we lose the odd trick, the game, and the rubber, in consequence of your leading a trump instead of returning me a spade!"

Who that has played at Whist in club, tavern, or back drawing-room at home, has not had experience of the kind of disagreeable remonstrance of whch the above are but feeble specimens? Who that ever prided himself on his knowledge of the game has not found himself suddenly taken aback by some such exclamation, politely cool, or warmly indignant (as the case may be,) as that of her ladyship the countess or the right hon. gent? And how are we to avoid these awkward slips of memory, and get into the habit of always playing well? Why, by first thoroughly conquering the principles, and then, by careful and intelligent practice, overcoming the alphabet of the game. No man ever became excellent at anything without pains and trouble. There is no royal road to Whist any more than there is to learning. The late Prince Metternich,

one of the finest players that ever lived, once observed that there was as much art in Whist as in diplomacy. But, without going *quite* so far as that, I may say that, to be a good Whist player, it is necessary to possess—and all intelligent men may acquire it—the cunning of the fox, joined to the wisdom of the serpent. There is little necessity, however, for the mildness of the dove, though even *that* quality will be found extremely useful at times.

But to return to our muttons. The following rules will be found useful to all players on the subject of *leading trumps*:—

Being first player—and this position occurs every time you are enabled to take a trick—you will examine your hand thoroughly, and make a mental calculation as to its strength. If you are strong in trumps, lead them boldly, and so exhaust the suit, especially if you hold good leading cards in other suits. You by this means secure your good cards from the chances of being trumped. By being strong in trumps, I do not mean always holding the commanding trumps, but such cards as will compel your adversaries, either to head the tricks or pass them. By this means you at once ascertain the strength of your partner's hand, and discover your own chance of success.

As a rule, it is bad play to trump from a weak hand; though with four or five small trumps, and your partner also weak, you can draw two for one. Nay, it sometimes happens that this mode of play compels your adversaries to drop their leading cards one upon the other. With knave and four little ones, for instance, I consider it good play to lead out the best, as then your adversaries, either as second or fourth players, must head the trick, or allow you to take it up. If the fourth player take the trick with his ace, you have then an opportunity of drawing the king with an eight or nine; if he pass it, you score the trick. In either case, you obtain an advantage.

With ace, king, knave, and three small trumps, boldly play the ace, and follow with the king. The chances are that the queen drops to one or other of the leading cards,

and then you have an opportunity of making your knave and exhausting the trumps.

With ace, king, knave, and one or two small trumps, play the king and wait the return of your partner to put on the knave. The ace is always a certain trick. By this means you probably win the queen. But if the state of your hand is such that you wish to exhaust trumps, then play two rounds, as before, and lead out with your strong suit.

With ace, king, and two or three small trumps, play out a small one, so as to let your partner win the trick, if he can. But do not sacrifice your strength for nought.

With ace, queen, and small trumps, play the queen. Only the king can take the trick; and if your partner has it, and a small one, you make your queen safe.

With ace, queen, and knave, play the knave. Your adversaries must win with the king, or pass the trick.

With ace, queen, ten, and one or two small trumps, play a small one, and so give your partner an opportunity of taking the trick with knave or queen. Even if the king be against you, a certain advantage is secured in being able to make your queen without risk and keep the command of the suit.

With king, queen, ten, and small trumps, play the king. If his majesty be taken by the ace, you have an opportunity of finessing with your ten on the return of the suit.

With king, knave, ten, and small ones, lead the knave, as it will effectually prevent your adversaries from making their small trumps.

With queen, knave, nine, and small ones, lead the queen. If your partner hold the ace and another, you have a good chance of making the entire suit.

With queen, knave, and two or three small trumps, lead out the queen. If your partner hold the ace, you may possibly take the whole of the tricks in trumps. The third player *must* head the trick with a king, which falls to the ace in fourth hand.

With knave, ten, ace, and small trumps, lead the ten or

the knave. On the return of trumps you may possibly finesse with the eight, and still hold the commanding card.

With only small trumps in your hand lead the highest, and so support your partner. With a sequence, begin with the highest.

If an honour be turned up on your left, and the game be against you, lead a trump on the first opportunity. This will distress your adversaries, unless two honours are held on your right hand, against which the chances are about three to one. It is, however, in all other cases, rather dangerous to lead through an honour, unless you are strong in trumps, or otherwise hold a good hand, because all the advantage of leading through an honour lies in the power of your partner to finesse.

If an honour be turned up on your left, lead the highest of a sequence, which will prevent the last hand from over-trumping your partner without weakening your own chance.

With queen turned up on your left, and you holding ace, king, and a small one, lead the small one. You will then probably secure the queen.

If your partner has had an honour turned up to him, lead a small trump if strong in the suit; but if you happen to be weak in trumps, play your highest. By this method of play the weak hand supports the strong one.

If ace be turned up on your left, and you hold king, queen, and knave, play the latter. The other two tricks must be yours.

If ace be turned up on your right, and you hold king, queen, and ten, play the king, and then finesse with your ten. This will show your partner the strength of your hand, and enable you to make the last trick with your queen.

If the king be turned up on your right, and you hold knave, queen, and nine, play the knave, and on the return of trumps play the nine, which may prevent the ten from making a trick.

With king turned up on your left, and you holding

knave, ten, and nine, lead the latter, and on the return of trumps play the ten. This will show your partner your strength in trumps.

With queen turned up on the right, and you sit with ace, king, and knave, lead the king. On the return of trumps play the knave. You are certain to make your ace, whenever you choose.

With queen turned up on your right, and you sit with ace, king, and small ones, play the king, and afterwards finesse with your knave, if the queen has not already fallen; otherwise, the queen will make a trick.

With knave turned up on your right, and you hold king, queen, and ten, lead the queen. On the return of trumps play the ten, and so make a trick with it.

With knave on your right, and you have king, queen, and small ones, lead the king, and if that win a trick, play a small one, for the chances are that your partner holds the ace.

With the knave turned up on your right, and you hold king, queen, and ten, with two small trumps, lead a small one, and on the return of trumps play the ten. It is five to four that your partner holds one honour.

If your adversaries stand at eight, and you hold no honour, lead your best trump. If your partner has two honours, you have assisted him; if he has only one you lose the game. So that either way you have done no harm by leading out trumps. Of course, if your adversaries fail to call on the first round, tricks count before honours.

Many players hold it to be a golden rule, never to lead trumps from a weak hand. This rule will not, however, hold water now-a-days. Since the introduction of *Blue Peter*, the necessity of leading through your adversary's hand has become less and less. With five trumps in hand, it is usual to play two rounds; and with six trumps, it would be very unwise not to do so. You are thus enabled to distress your opponents, and strengthen your own and your partner's hand. In endeavouring to

establish a long suit, it will be found often desirable to exhaust the trumps as quickly as possible. And even with a strong hand it is advisable to sometimes play trumps in order to retain the lead and secure your long suit. But when the majority of trumps is clearly and decidedly against your side, it would be unwise to persevere. It is often as good policy to exhibit your weakness to your partner, as to show your strength, as this enables him to make the best of his own hand. Many good players consider it unwise to lead trumps when playing for the odd trick; but on this point every one must judge for himself. Generally speaking, it is good play to finesse the knave when you hold the queen. In case your opponents stand at three, to lose, your play is to lead your highest trump, especially if you hold no honours, for in this position, unless your partner holds two honours, the game may almost be counted as lost. There are three positions in which it is good to return the lead in trumps. First, when your opponents lead trumps, and you are strong in them, though weak in other suits; secondly, when you think it well to establish a long suit; and lastly, when you wish to strengthen your partner. In the latter case play your highest. The object in leading trumps being rather either to strengthen your own hand or weaken your opponents than the mere making of tricks, the player will do well to be cautious in not parting with the leading card. With four trumps in hand, the odds of your partner holding *two* out of the remaining *nine* is about eleven to five.

CHAPTER X.

RETURNING YOUR PARTNER'S LEAD, CALCULATIONS, ETC.

Let us
Act with cool prudence, and with manly temper,
As well as manly firmness.—THOMSON.

In Mr. Singer's elaborate and interesting work, "Researches into the History of Playing Cards," there are given many anecdotes, not only of the origin of the various games that have come down to our times, but also some curious information as to the supposed place of birth of the fifty-two slabs of pasteboard which have contributed so much to the amusement and delectation of the world. As I have not hitherto said much on this subject, I may as well, now that I am in the vein, just run off from memory the facts that strike me in connection with cards and card-playing. By some writers the invention of printing and engraving is ascribed to the previous manufacture of playing-cards. But I do not go quite so far as that. I rather agree with Mr. Ottley that the art of printing was an independent discovery that might or might not have been suggested by the existence of playing cards; or rather, their mode of manufacture; their painted faces having, in the first instance, been probably produced by means of a kind of stencil plates: afterwards the figures were drawn on blocks of wood, cut out in relief, and then transferred by pressure or friction to paper. Heinecken states that cards were first used in Germany about the year 1300, at which time they were drawn and painted each card singly. Mr. Bullet claims for them a French origin, while Mr. Singer claims Italy as their birth-place; and other writers aver that we derived the manufacture of cards, and our knowledge of the few early simple games from the East, that mother of the arts. Soon the art

was improved by European practitioners, till in our day the card makers' trade is a really ingenious one. In nearly all periods since their invention, the playing at cards has been denounced by the governments of various countries. In Venice, in 1441, a decree was issued that none under the rank of gentlemen were to be allowed to play at any games with cards, and at the same time a law was passed prohibiting foreigners from manufacturing playing cards—a proof, say the Italian writers, that cards had their origin in Italy! As well might we claim England as the natal place of cards, because, in his history of the Order of the Garter, Austis produces a passage, cited from a wardrobe book of the time of Edward I., in which mention is made of a game entitled the "Four Kings;" or because, in 1463, the card makers of London petitioned parliament against the importation of cards of foreign manufacture. That Edward I., who resided five years in Syria, may have brought this game to England, does not, however, seem a very unreasonable supposition. In the International Exhibitions, there were exhibited various specimens of cards ornamented in the most elaborate manner, by Messrs. Goodall and Son, and others, which really take rank as works of art. Those of my readers who play at the clubs will have, doubtless, noticed considerable improvements in the manufacture of cards since the time when the "finest gentleman in Europe" played Whist with Sheridan and Fox.

And this last sentence brings me back to my own proper business of instructor, and puts an end to my gossip. In this present chapter I propose to show, first,—

WHEN A PLAYER SHOULD RETURN HIS PARTNER'S LEAD.

Old Hoyle well understood the game of Whist; and though later writers have made some improvements and additions to his instructions, he is in the main to be depended on. Thus, what he says on the question of

following a partner's lead is as true now as it was when he gave instructions on the game at a guinea a lesson. Rare times those for a professional card-player! It is clear such gains are not makeable now-a-days, or Captain Crawley would not find it necessary to pen lessons on Whist for the million. To begin, then.

Your partner leads a diamond, say, and you win the trick with a king; return a small one, for the chances are that he played from an ace and another.

When you win with an ace, and can return an honour, it is well to return his lead, and strengthen his hand.

When your partner leads a trump, it is well to return trumps to him as soon as possible, especially if you can play an honour, as he is then informed of the strength of your hand. Do not, however, lead through an honour. In case of a trump led, it is well to return the best card you have, unless you hold a high sequence, or the best three cards of the suit. If the lead is through an honour return a small one, when you hold no good or safe card in any other suit; for then you are altogether dependent on your partner.

When your partner has exhausted all his trumps, return his lead, and enable him to make tricks in his strong suit.

When you possess no leading cards of your own, then return your partner's suit as early as you can, for it is clear that the game must depend on his hand, at least, for that round.

When your partner plays a small card, and you win with an ace, return his lead immediately, as he probably played from a king and another.

When your partner leads a knave or queen, and you think fit to win the trick, return the suit, for he probably played from a single card. Thus, if he played a king, and the fourth hand takes the trick with an ace, you return your best card as soon as possible, and allow him to trump.

In all cases in which your own hand is weak, win the trick if you can, and return your partner's lead.

CASES IN WHICH IT IS NOT GOOD PLAY TO RETURN YOUR PARTNER'S LEAD.

If you win a trick, and hold other certain winning cards in your hand, make all the tricks you can.

With a good sequence, it is best to play it out, before you return your partner's lead.

With a strong hand, play your own game.

With a good show of trumps, you may lead a trump to try the strength of the other three hands.

When you have won with a queen or knave, and have only small cards of the same suit, it is better to play from a certain card of another suit than return your partner's lead.

When you hold a strong hand, play it out, irrespective of your partner. It matters not which player wins.

HOW TO PLAY FOR THE ODD TRICK.

The following is Hoyle's advice in nearly his own words, as to playing for the odd trick:—If you are elder hand, and have ace, king, and three small trumps, with three or four small cards of a third suit, and one small card of a fourth suit, how are you to play? Why, play your single cards. If your partner win the trick, well; if won by your adversaries, they may play out trumps or play into your weak suit, in which case you and your partner gain the ten ace.

In playing for the odd trick, be cautious in trumping right out, for, however good your hand may be, you may want the trump at the end. And as you only want the odd trick, you need not play for the great game.

If your partner appear likely to trump, do not play out all your trumps; for it is evidently better to let him make tricks than to force him.

Make your tricks early. Of course, this advice is

equally good for either hand. Be cautious of finessing Look carefully over your hand, in order to avoid the chance of a revoke.

With a single card of any suit, and three or four small trumps, play the single one, for you will then stand a chance of making a small trump on the return of the suit.

If you are strong in trumps you may do well to force your partner, for you may then gain a trick or two that would otherwise pass to your opponents.

A COMMON CASE.

If you have two trumps remaining when your adversaries have only one, and your partner seems to be strong in another suit, lead a trump so as to draw the one from your opponents, and so lead into your partner's suit.

CALCULATIONS.

The following are the odds against your partner holding any particular card:—

Against his holding		one particular winning card	2 to 1
„	„	two certain winning cards	7 to 1
„	„	three certain winning cards	30 to 1
„	„	two out of any three cards of a suit	4 to 1
„	„	one out of any two	3 to 2

But it is at least five to one that your partner has at least one winning card in his hand; and four to one in favour of his holding at least two.

With the deal, it is two to one against you or your partner holding any particular card except the turn-up, and three to two against either of your adversaries possessing any named card.

BETTING THE ODDS.

I do not consider that it is at all necessary to bet at a game of Whist, and yet it seems that a treatise on the game is scarcely complete without it includes a list of the odds usually given and received. The fluctuations of the game are such, however, as to render any *certain* rules for betting absolutely impossible; the following may, nevertheless, be taken as the nearest approximation to the betting on various points of the game. At Long Whist, the odds are as follows:

With the Deal

1 love	is 11 to 10
2 love	— 5 — 4
3 love	— 3 — 2
4 love	— 7 — 4
5 love	— 2 — 1
6 love	— 5 — 2
7 love	— 7 — 2
8 love	— 5 — 1
9 love	— 9 — 2

on the Game.

With the Deal

1 to 1	is 9 to 8
2 — 1	— 9 — 7
3 — 1	— 9 — 6
4 — 1	— 9 — 5
5 — 1	— 9 — 4
6 — 1	— 3 — 1
7 — 1	— 9 — 2
8 — 1	— 4 — 1

on the Game.

With the Deal

3 to 2	is 8 to 7
4 — 2	— 4 — 3
5 — 2	— 8 — 5
6 — 2	— 2 — 1
7 — 2	— 8 — 3
8 — 2	— 4 — 1
9 — 2	— 7 — 2

on the Game.

With the Deal

4 to 3	is 7 to 6
5 — 3	— 7 — 5
6 — 3	— 7 — 4
7 — 3	— 7 — 3
8 — 3	— 7 — 2
6 — 3	— 3 — 1

on the Game.

With the Deal	5 to 4 is 6 to 5 6 — 4 — 6 — 4 7 — 4 — 2 — 1 8 — 4 — 3 — 1 9 — 4 — 5 — 2	on the Game.
With the Deal	6 to 5 is 5 to 4 7 — 5 — 5 — 3 8 — 5 — 5 — 2 9 — 5 — 2 — 1	on the Game.
With the Deal	7 to 6 is 4 to 3 8 — 6 — 2 — 1 9 — 6 — 7 — 4 8 — 7 — 3 — 2 9 — 7 —12 — 8	on the Game.

Eight points to nine is small odds in favour of the deal; seeing that at nine, honours do not count. I have seen six to five laid on the deal at eight, and *frequently lost.* On this point *suum cuique !*

The odds on the rubber are, with the deal, *three* to *one*, but it is usual to accept *five* to *two*.

With the first game secured, the odds on the *rubber*, with the deal, are :—

1 to love about		7 to 2
2	—	4 — 1
3	—	9 — 2
4	—	5 — 1
5	—	6 — 1

Against the dealer counting *two* for honours, the odds are about twenty to seven; against *four* for honours, five to one; against the non-dealers counting, the odds are about twenty to one; against honours being divided, the odds are about three to two; Hoyle gives the following as the

RULES FOR BETTING THE ODDS, WITH THE CHANCES OF WINNING.

At any score of the game, except eight and nine, the odds are nearly in proportion to the points wanted ; viz.,

Supposing A. wants four, and B. six of the game, the odds are six to four in favour of A.; and if A. wants three, and B. wants five, it is seven to five in favour of A.

At the beginning of the game, it is ten and a half to ten in favour of the dealer.

CHAPTER XI.

WHIST ACCORDING TO DESCHAPELLES.

No stroke,
No keenest, deadliest shaft of adverse fate,
Can make the generous Player quite despair.
WHITEHEAD.

IN treating of the game of Whist, we cannot overlook the treatise of the accomplished Frenchman, M. Deschapelles. I purpose, therefore, in this chapter to present my readers with a slight *résumé* of the elaborate and philosophical work which, we are informed, is the result of more than twenty years' continual practice and observation!

The *first section* of M. Deschapelles' work consists of nineteen articles, and treats of the *preliminary arrangements* of the table, &c.

It is not necessary that we should dilate on these, as they are sufficiently known in all English clubs and private houses, more than to say that the erudite Frenchman considers a complete Whist table to consist of six players, the first four to be chosen by lot, and the others to take their places after the conclusion of the first rubber.

The *second section* treats of the *deal*, to which we must bestow rather more attention. Following the arrangement of our author, we find the following rules to be in accordance with English practice :—

1. The dealer may shuffle the cards or not, as he pleases, when he hands the pack to his right-hand adversary to cut.

2. In the event of the cards not being cut, or fewer than four cards cut, the adversaries may demand a new deal. So, also, if the cards be bunglingly cut so as to expose the face of any card, a fresh cut may be demanded. Each player may demand to shuffle the cards, the dealer last.

[This varies somewhat from the usual play at English tables.]

3. If the dealer look at the turn-up card before it is dealt, a new deal may be demanded.

4. The cards are to be dealt from left to right, and if the dealer drop one, or disarrange the pack, or show more than one card, or touch the hand of either of the players in order to count the cards, or fail to turn the last card face upwards, or give two or more cards to either player, *the deal is lost.*

5. The dealer's partner collects the cards for the following deal, and places them on his right hand. Any mixing of the cards during the deal *loses it.*

6. If a player deal out of his turn, and the fact be not noticed, the deal holds good; but if the discrepancy be discovered before the cards are fully dealt, a new deal may be demanded.

7. A new pack may be demanded for each deal or game, the pack to be provided at the expense of the objector.

8. The turn-up card must remain on the table till the first trick is turned.

The *third section* treats of *irregularities in the hands and packs*, and is little more than a repetition of the foregoing:—

9. A faulty pack, a missing or dropped card, a hand short of its proper complement of cards, or having too many cards, invalidates the deal.

10. A missing card found in any one of the tricks played is considered a revoke, and must be claimed immediately.

11. A duplicate card in a pack necessitates a fresh deal.

The *fourth section* treats of *the stakes and the score*:—

12. The rubber, which is two out of three games, is reckoned at four points. The winners of the first two games win the rubber.

13. The game consists of ten points. When no points are marked by the losers, a *lurch* is the consequence, and

the winners mark three points; double when one, two, or three points be marked; and single when four or more are gained.

14. Every trick after six, counts one.

15. The whole thirteen tricks gained by one set of players is called a *slam*, and is equal to a full rubber.

16. Four honours count as four, three as two points; two by each side count for nothing as the game.

17. Tricks count before honours, except at eight points, when honours may be called.

18. The points must be marked by only one of the players, and points neglected to be marked before the second trick of the succeeding round be played, are lost.

19. A player marking more tricks than he is entitled to may correct his error at any time previous to the conclusion of the game.

The *fifth section* treats of *honours*. This we give without condensation, as the author is very clear on some points on which English players are sometimes doubtful:—

20. Honours are to be audibly announced; the players marking them without signifying that they hold them, must rectify the error before the second succeeding trick be turned, or they cannot score.

21. The player holding four honours may announce the fact before a trick be played; but it is at the option of their opponents to play for tricks.

22. Honours cannot be reckoned without they are announced and marked before the trump card in the succeeding deal be shown.

23. Honours cease to count when the players are at nine—"in the well."

24. Honours count at eight points before tricks; but if honours are *shown* at any other point of the game, they may be treated as exposed cards.

25. If a player calls honours without holding them, adversaries may demand a new deal. In the event, however, of a new deal, in a case of this kind, the players holding honours count them before tricks.

26. The "call" at eight must be made in a tone of voice audible to all the players, or a new deal may be demanded.

27. An honour being turned up at the point of eight, one player has no right to remind his partner of the fact, or he subjects himself to the penalty exacted in the last article.

28. When a player "calls," and his partner refuses to answer, even though he holds honours, that side cannot claim a *slam*. Honours, however, take their usual place.

29. No player has a right to say who holds honours at any other point than eight (except he hold four in his own hand), without subjecting himself to the penalty of a new deal.

The *sixth section* treats of *exposed cards*. In this the learned Frenchman's practice does not differ materially from that adopted in England. The two points of importance are:—

30. When a card is exposed, the adverse party have the option of either demanding or refusing its being played, or of demanding that the highest or lowest card in a suit be played.

31. The exposed card may be called for at any time in the round; and when two cards are played to a trick, adversaries have a right to select which card shall remain.

Section seven treats of *cards played out of turn, and of the call for them*. Here again Deschapelles does not differ from our own practice in any great degree:—

32. A lead made out of turn holds good when the player whose proper turn it was to play has led, or played to, the following trick.

33. But if the player whose proper turn it was to play claim his right in time he may, at option, allow the played card to remain, consider the card wrongly played as an exposed card, or call for a particular suit, either for that or the following trick.

34. A player laying down his card out of turn, his partner having already played, his adversaries may de-

mand of the latter his highest or lowest in the suit, or a trump.

35. A card thrown out of turn by either player may be treated as an exposed card.

36. Two players throwing a card simultaneously, the cards must be taken up and played in their proper order; the one fault cancels the other, and no penalty can be enforced.

37. A player having a suit called for which he does not hold, may play any card he chooses. The penalty cannot be paid, and is therefore atoned for.

38. A player called upon for his best or worst card, and, consequently, trump or not trump, or to play a particular suit, must obey, or suffer the penalty of a revoke.

THE REVOKE.

This forms the substance of an entire chapter in Deschapelles' book, though one would think that nothing was simpler than for a player, having made a mistake, to admit it, and pay the penalty. But admitting and paying appear to be a very complicated process in the mind of the French player, as our author has no fewer than twenty-four articles or laws respecting the revoke.

There is, we (Deschapelles) have no hesitation in saying, no fault requiring so severe a chastisement as the wilful revoke, and the difficulty we have to contend against is to discover under what circumstances the penalty can and ought to be enforced; the revoke ought to be claimed immediately after the round, and its penalty cannot be annulled by replacing the cards, even though the mistake be discovered before the trick is taken up.

Partners are mutually responsible for each other's faults; but if one partner be warned in time, that is, before the trick be completely played to, he may withdraw the card wrongly played, and wait till he is called on to play his best or worst card of the suit led. If he play without

waiting for the call, this second card improperly played will be considered as an exposed card.

The side which makes the revoke loses three tricks; but the expression "loses," not being quite precise, M. Deschapelles explains it thus:—

"Strictly speaking, the score must be considered in the light of an equation; whatever is added on one side is a loss to the other. If the revoke gave three points to the adverse party only in one manner, it would not confer any certain advantage upon those who are entitled to profit by it; and consequently, would not operate to the disadvantage of those who have been guilty of the error.

"The right of adding to their own score is of no service to those who have gained sufficient by their own game.

"The right of causing their adversaries' score to be put down is of no detriment to those adversaries who have gained nothing:

"And the taking of three tricks is inapplicable to those games in which three tricks beyond the gaining point have been already made."

Our author then quotes several instances, in which, notwithstanding the strictness of the law, the revoke may be made with impunity; but as these are not useful to English players, and carry no particular authority on English card tables, it is not necessary to quote them. The following, however, is useful:—"A *legal revoke* (esquiche) is an essential right in Whist, and is caused by inability to follow suit, sometimes caused by mistake, as in case of a wrong deal or cut. In such an instance no penalty could be enforced."

Those who profit by a revoke are bound to prove the fact, which can be done only by pointing out the particular trick in which the revoke occurred; but the tricks must not be inspected till the round is over. But, perhaps, a revoke is proved in the middle of a round, which decides the game. In such a case it would appear fastidious to continue to play. But a

powerful motive for continuing the play exists, for a pecuniary loss may be diminished by winning all additional number of points. Here the adept shows his skill. He struggles hard, and strains every nerve to dispute the ground inch by inch, while, on the other side, the careless player, intoxicated with his success, voluntarily concedes his advantage without even troubling himself to contest the point. If he has marked three, and holds the honour, or if he has made two points, and proves a revoke, of what importance is it to him to win a double or a treble!

The notion that a party making a revoke cannot win the game in the same round in which the revoke was made is unsound. A revoke may sometimes be advantageous to the player making it, "provided his adversaries discover it." But it is not necessary to follow the subject further, ince in all other respects, except those I have noticed, the French practice does not assimilate with ours.

With regard to

ALLOWED COMBINATIONS BETWEEN PLAYERS,

M. Deschapelles throws no light on modern practice, and of course gives no hint as to the employment of *Blue Peter* as a signal for trumps. Questions at Whist are allowed, says our author, to be addressed to our partner; if they prove injurious to him, or cause mistakes, he has no remedy. It is only when a doubt or discussion arises, that the question is referred to the bystanders. Everyone knows how much significancy of expression depends on circumstances which precede or accompany it. At Whist, "words derive their significancy from numerous accidental circumstances, which are intelligible only to the experienced. Words are frequently accompanied by gestures which have a powerful influence on nervous temperaments; a player becomes agitated and exasperated because his partner does not return his lead, or does not follow his suit. "What, Sir, you have played me a diamond! for the last quarter of

an hour I have been giving you every possible hint to play spades!" He then raises himself on his chair, and holds up his hand, to intimate that he would take the trick over which his partner is hesitating. No excuse can be admitted for any word or gesture intelligible to the partner, which may exercise the slightest influence, either on the round in hand, or on those consequent to it. All these intimations are very old-fashioned and stupid, and very worthless too, in spite of the kind of half encouragement they receive from M. Deschapelles. "We should look," he says, "with an unfavourable eye on him who plays a winning card in such a manner as to signify to his partner not to trump it; but from the moment that this act is repressed, he who has committed it feels no sort of annoyance from it, because, as the profit bears no proportion to the detriment, the act can be attributed only to negligence."

It is not allowed to draw your card for your partner unless he request it, as that would at one be an intimation beyond the rules.

As long as the trick has not been turned, the preceding one may be looked at, unless the first card of the next round has been played.

No player has any right to say what cards he holds in his hand, "or by any other means make known that which the laws and customs of Whist declare shall be kept secret."

The next section of M. Deschapelles' work is devoted to a re-consideration of the preceding chapters; it is therefore not necessary that I should quote it: but the last chapter on

BYSTANDERS

May be given at greater length, because its rules stand good on either side of the channel.

If a dispute arise that cannot be settled by the players themselves, reference may be had, with the *consent of all*

parties, to the bystanders or witnesses. Their decision shall be final.

"Whenever a player thinks that he perceives, in the course of the game, an act unauthorised by the law, he has a right to remark upon it, and consequently to refer to the bystanders for their opinion.

"The bystanders are not allowed to express their opinion, except at the express request of the players.

"We have already declared that, with regard to the fact, the decision of the bystanders is paramount. They have the power of maintaining, specifying, and determining the fact; but players are privileged to refuse to submit to their opinion, though this is an extreme case, which we would advise all persons to avoid, because the power vested in the bystanders is of great advantage to players, even though they be not always very competent, or very impartial judges."

The following rules may serve as a supplement to, or correction of, the law as it now stands:—

"First,—If an unforeseen case should occur in any Whist club, it shall be submitted to the decision of players of acknowledged skill, and be made the subject of deliberate consideration.

"Secondly,—It shall be reduced to writing, and posted for public inspection.

"Thirdly,—It shall be communicated to all neighbouring clubs.

"Fourthly,—It shall be submitted to foreign clubs in those countries where the game of Whist is well played.

"Fifthly, and Lastly,—The decision shall be delivered to the club where the dispute originated, and be held binding.

"Customs which are purely the result of habit, should not be allowed to offer any obstacle to discussion: their foundations have been long since sapped by the gradual improvement of the game, and the day has arrived when they must give way to rational institutions.

"No engagement can be more binding than a mutual

contract; when a benefit is conferred, everyone should acknowledge the obligation, and take the first opportunity of making a return. Thus the privileges with which bystanders are invested authorise us to impose upon them the restriction of silence and courteous behaviour during the time the play is proceeding. We all know the saying of the celebrated diplomatist:—"*Vous ne savez pas le Whiste, jeune homme? quelle triste vieillesse vous préparez.*"

SHORT WHIST.

If it were done, when 'tis done, then 'twere well
It were done quickly.—SHAKSPEARE.

As far as the laws and maxims of the game go, there is no essential difference between Long Whist and Short Whist. It is said that the game was cut in half some eighty years ago, at Bath, in order to give Lord Peterborough a chance of winning back some heavy losses. This innovation gradually became a fashion, and so for a time Short Whist threatened to supersede its ancient and respectable progenitor. But the fashion, in spite of M. Deschapelles' prophecy to the contrary, is gradually dying out, and the real old-fashioned ten-point game stills holds undoubted supremacy. Short Whist was, of course, unknown to Hoyle, though the laws of the game are appended to the recent editions of his numerous commentators—the best of whom, by the way, is Robert Hardie, who, by spelling his name backwards, appears on the title page of his little volume under the *nom de plume* of Eidrah Trebor. A recent writer on the game of Whist, who with great good taste, and, of course, equal justice, decries every other labourer in the same field, gives 1836 as the year in which the well-known treatise by Major A. made its appearance. Now, I have before me at this moment the *second* edition of Major A.'s "Short Whist," which bears date March, 1835; so that the *first* edition probably appeared in 1834. Perhaps, it would have been as well in the gentleman calling himself "Cælebs"—the recent writer referred to—if, before he pitchforked a respectable authority on the game as "verbose and immethodical," he had made himself at least acquainted with the title-page of the work he abuses! To Major A. he, goes however, for nearly all his rules and illustrations;

and, while sneering at Mr. Carleton, borrows from his pages (in "Bohn's Handbook of Games") without the remotest pretence of acknowledgment. Now, that sort of thing is *not* what I intend to do. On the contrary I now beg to express my obligations to Mr. Carleton and Major A. for many valuable hints and many useful suggestions. On the subject of Short Whist, the first gentleman is extremely clear and definite. After admitting that, in its essential principle, the one game is the same as the other, he goes on to point out the differences that exist between Long and Short Whist.

Let us see what are

THE LAWS OF SHORT WHIST.

1. The game consists of five points. One point being scored saves a triple game; three points a double. The rubber is reckoned as two points, making eight in the whole.

2. Honours cannot be "called" at any part of the game, and do not count at the point of *four*.

3. The cards are shuffled and cut in the usual manner, the two highest and the two lowest being partners—the lowest having the deal—and ace being the lowest in cutting.

4. If a card be exposed, or seen in cutting, the pack is re-shuffled and cut again.

5. Should one player have but twelve cards, and the others their right number, the deal stands, and the holder of the twelve, in the event of the pack being perfect, is subject to the penalty of a revoke, if he have made one. If either of the three others hold fourteen cards, the deal is lost.

6. If the dealer should drop the trump card with the face downwards, before it has been seen, he loses the deal.

7. Before a trick is taken up, or put together for that purpose, every player may demand to know who played

each card of which it is composed, but not after they are turned.

8. The adversaries may call a new deal when one of their opponents has not played to the trick, and retains an extra card more in his hand after the round has been played.

9. After the four cards have been played no error of playing out of turn can be rectified.

10. A card may be called should the holder name or hint that it is in his hand.

11. If a player assert that he can win the game, or win so many tricks, or give his partner to understand that he holds either good or bad cards, he may be compelled to lay his hand, face upwards, upon the table to be "called."

12. In the event of a revoke the opposite party has the option of taking three tricks from their adversaries, adding three points to their own score, or deducting three points from that of their opponents. But in whatever way the penalty be enforced, the side making the revoke must remain at four, though, in spite of the forfeit, they had points enough left to make the game. [The revoke may thus be turned to the best account. Suppose that you have not scored, and that the revoking parties are at four, add three to your own score, and you are three to their four (the point at which honours do not count), while you save two points certainly.]

These, then, are the rules of Short Whist. It is scarcely necessary to say that most of the rules belonging to the other game hold good in this, and that he who is careless in the one will scarcely be careful in the other. Some few maxims may, however, be very properly remembered by the player at this once fashionable and still pleasant game.

MAXIMS FOR BEGINNERS.

Let my readers—of course I refer to amateurs here—remember that *eight* points may be scored in a single

game; thus, if one side is *five* before their opponents count *three*, then a double game is won; if *five* points be obtained before opponents count *one*, then a *triple* game is won. The rubber counting as *two* points, it follows that two triples and a rubber count eight—the rubber of eight, as it is called. When either party scores a double and a single against a single, it is called a rubber of five. It is scarcely necessary to repeat that a rubber is the best two of three games.

I now take the liberty of quoting Mr. Carleton for a few useful hints as to the conduct of the game, it being premised that the directions given are applicable, of course, to the elder hand:—

"With a bad hand never risk losing a fifth trick, but play a winning card, if you hold one.

"You have four tricks, your adversaries five, the lead is yours; you hold king, three of a suit,and a small card of a suit in which you know the other side is strong. Lead the latter, your best chance to make your king is that your adversaries lead to it.

"Rather than lead from a bad suit, play a card that is worthless; the other side may then lead from the weak suit, and your partner, being last to play, may make a trick in some way or other.

"Bear in mind the proverb of *le premier pas qui coûte*. If your own hand is so bad that you cannot count on making a trick, you must calculate the probabilities that may affect that of your partner. Do not exhaust his resources by leading from a suit of low cards. If you have a king, with one or two others, play the highest. Should you have a high card, and a few poor trumps, do not play it out for the sake of a ruff. It will, most probably, lead a good card of your partner's into trouble. Moreover he will probably attribute your game to strength in the suit you lead, and return it, in lieu of leading trumps.

"Still the likelihood is, no doubt, that your partner may be strong in the suit in which you are weak, and he may have a good finesse; also bear in mind the scale of

odds, given in the observations on the long game, as to the probabilities of his holding any particular card.

"And, above all, never lose sight of the fact that you are not engaged in a game of mere chance. Remember that there is a power of intrinsic command, equivalent, if not superior, to mere strength. I mean *the tenace*, that arrangement which places the first and third best cards of any suit in the hand of the player, whose turn to play follows that of his adversary, who holds the intermediate one, *and that the finesse is the art of attaining that position.*"

On the subject of *Finesse* M. Deschapelles has a long and argumentative chapter in his treatise, the bulk of which is quoted by Mr. Carleton; but I do not consider it necessary to go into the elaborate disquisitions of the learned Frenchman, to whom, by the way, English players, exhibit rather less respect than he really deserves. This may be partly owing to the circulation of certain anecdotes, current in the clubs and good society, to the disparagement of Deschapelles. The story goes that early in the present century the French author made a challenge to play any English amateur at chess, and give him the odds of a pawn and two moves. This challenge coming to the ears of the members of the London Chess Club, which then held its meetings at Tom's Coffee House, Cornhill, the committee determined to accept it; and Mr. Perigal, their secretary, was sent over to Paris to arrange preliminaries. It appears that M. Deschapelles thought better of the matter, and Mr. Perigal returned to London without having succeeded in making the match. On being questioned by his compeers as to the cause of his non-success, Mr. Perigal is said to have replied—"Monsieur Deschapelles is the greatest chess-player in France; Monsieur Deschapelles is the greatest Whist-player in France; Monsieur Deschapelles is the greatest billiard-player in France; Monsieur Deschapelles is the greatest swordsman in France; Monsieur Deschapelles is the

greatest pumpkin-grower in France; and Monsieur Deschapelles is the greatest liar in France!"

But to return to our Short Whist: Mr. Robert Hardie says, and says truly—"The first object is to win the game; if this be not attainable, the second object should be to save it; therefore inform your partner how you stand in trumps, *thus:*—if fourth player, win with the highest of a sequence, and lead the lowest; playing a best card to your partner's winning card shows that the strongest of that suit are behind. Win the adversary's lead with the highest of a sequence; this keeps them in the dark as to where the others are. Be as careful of what cards you throw away as of those that you lead. Never lead a card without a reason; it is better even to have a bad reason than none."

I quote again from Mr. Carleton, who thus epitomises the instructions of Major A.:—

"Lead the best, having king, queen, ten, and if it succeed, change your suit. Your ten may then serve you, when the deal comes to wind up.

"Should you hold four trumps, not honours, lead the lowest of them; with king, queen, and three other trumps, lead the highest; with king and three others, lead the small one, unless you have all the trumps that are left; in that case, lead the lowest.

"Should you be compelled to lead from king, knave, and a small card, begin with the lowest.

"Should you hold queen, or queen and knave and three small cards, lead the worst.

"Still these rules must give place to circumstances; to the trump turned, for instance. Should you have ace, or king, ten, nine, or some others of a suit, lead your ten through an honour; if your partner holds the queen or knave, he may finesse: should it answer his game, for instance; in the event of his playing either of those cards, when the suit comes to you again, you have your nine to do the same with.

"With ace, king, knave, and two small trumps, play the

king, and wait for the finesse; with three honours and three small ones, begin with the two highest cards. Do not wait for the finesse in any other suit, without the command in trumps.

"If you hold ace, king, and three others, lead the highest; if the suit be trumps and you hold four, lead the worst. Do the same under the same circumstances with every suit, when you have the trumps that are left in.

"With ace, queen, knave, and one or two more, always lead the best; with ace, queen, ten, and two small ones, lead the lowest, in trumps; but the best in every other suit. It is not a rule without an exception that you should wait till your tenace is played to. Rather than begin a weak suit, lead from ace, queen, and another or two others of the suit.

"Lead the lowest from ace, knave, and three small trumps; in other suits, begin with the best, unless the probability is that you can bring in the suit by your strength in trumps.

"With ace and four small ones, lead the ace: the reverse with trumps.

"With ace and but one other, lead the small one, if you doubt your partner being strong in the suit.

"With a weak hand in trumps, get as many tricks as you can early in the game.

"These sketches of leads are not given so much as guides for playing the game, as to induce the reader to study and apply the system in which they originate. The leader has certain advantages; but in most cases the command is with his right-hand adversary—the dealer. The reader will, however, remember that he has no need of all the cards he holds to obtain the purpose he has in view. He has but five points to get, and there are eleven points out of which they may be made. This furnishes him with a freedom of action that greatly enhances the interest of the game. Let him always bear in mind what he has to do—first to save, and then to win the game; and let him

set about it in such wise as shall soonest and surest bring that result to pass.

"With a good suit, and a strong hand of trumps, let him not ruff upon compulsion. His trumps will presently enable him to establish his suit.

"Having won a trick, with the game open, lead a small card, and this gives your partner a chance of making his next best, should he hold it, for you may calculate on your best making it in the third round; the ace of trumps should be thus dealt with in almost every instance.

"Five tricks and an honour save the game; there are but five points to be got, instead of ten: *carpe diem.*

"'Strength in trumps,' says Major A., 'can alone justify deep finessing in other suits.' [This maxim is, however, open to question. Another authority says: 'When weak in trumps *finesse* deeply in your partner's weak suit, and so protect his hand.'] But, as at Short Whist scarcely a hand is played in which the game may not be either saved or won, there is, contrary to the received opinion, more scope for finessing judiciously than with the old game. Nothing can be more true than that it is not a game for faint hearts; the motto of Short Whist should be *Audaces Fortuna juvat*"—fortune favours the bold.

LEADING TRUMPS.

On the policy of *leading trumps*, Mr. Carleton gives the following hints:—

"By all means lead them when you have four or five, with a long suit besides, and the impression that your partner may have another. If the adversaries evince weakness in their general cards, but with good trumps; if they have scored three, and you hold no honour, and suits that make the establishment of a ruff in your behalf improbable; judge your adversaries' cards by the policy you would adopt yourself, if holding such cards as you may presume constitute their hands. Thus they decline a ruff, or throw away a good card; they hold long suits in

trumps, as they have but two suits, trumps being one of them. In the former case, force them if you can, but do not lead them a trump. If the adversary on your right lead the suit of which you hold ace, king, and four cards, win with your king, and do not return the suit, should you have commanding trumps. In leading from a sequence of three trumps, when you cannot help yourself, play the best; but, avoid such a lead when you can. When your partner leads off trumps so as to assure you his suit in them is strong, fail not to return the lead, as soon as the opportunity offers. But should you have any doubt as to his motive, consult your own hand for an aid in solving it. Let the possession of the long, or odd trump, have much weight with the method of your lead in that suit. With a strong suit to establish, and a tierce major in trumps, lead them twice before you begin your long suit. If you hold only four small ones, keep them back till your suit is established. Should your partner's trumps be exhausted, and your adversaries' the reverse, play a trump if you have it, as you will be repaid *cent. per cent.* If possible, reserve the last trump for a great *coup;* it may stop your opponent's long suit, and give you the lead, which he may not again recover. Thus, with a command in trumps and the best card of your adversary's suit, lead small trumps to force him, keeping your best of his suit *in petto.* Your right-hand adversary having returned his partner's lead of trumps, if you have the best and a small one remaining, play the latter, looking to the probability of a finesse on your left, and your partner's position as last player. Should your partner lead from a tenace of ace, and queen of trumps, and you hold king and some small cards, win his queen and keep up his lead by returning it. Let your partner understand that you are strong in trumps, when such is the case; this will make him preserve his best suit in all its force, instead of watching for his adversaries' long suit. If your partner lead the ten of trumps, and you hold ace, knave, and another, pass it, unless the state of the score should make the finesse dangerous. However, if

you have a direct object in getting out two leads of trumps, play your ace. Ace nine is a safer lead than ace ten. When a best card of a suit is thrown away to a partner's winning card, it is clear the command is in your hand; the second best so disposed of shows that it is the only one you have got. When your partner leads the second best of a suit, if you have a command in trumps pass it, unless you can, by winning, make a saw.

"When you and your partner have all the trumps between you, play a small one, if you wish to throw the lead into his hand. When you turn up the king, the sooner you make him the better. It is sometimes politic to win your adversaries' leads whenever you can with the highest of a sequence if you can do so without deceiving your partner; they wonder what has become of the lower honours. Holding ace, ten, and a small one, your partner leading the nine of the suit, pass it; for if he holds an honour, you make two tricks, counting your ace for a certain trick. With king, queen, or queen and knave, and another, play one of the high cards in all cases when you are second hand. With an average remainder of trumps and good cards, having one certain loser, throw it away at your first opportunity; it may enable your partner to make his second best of the suit. It is peremptory notice to you to play trumps, whatever may be the state of your hand in reference to that suit, when your partner does not trump a winning card. Should the queen come from your right, in a lead, with ace or king, ten or another, pass it; this gives you a tenace, as, if your partner have either ace or king, you make three tricks in the suit. Players, however, of the old school think it best to cover the queen. It is bad policy to lead up to queen or knave; the contrary with respect to the ace or king; the same holds with reference to leading through those several cards. If your partner leads trumps and you have four high trumps, endeavour to make sure of three rounds in that suit; should his lead, however, be a nine, pass it, you will then have the lead after the third round. When

the lead comes from your right-hand adversary, put on your queen, should you hold ace, queen, and ten."

It is a point of high science to keep back a high card, and play a low one in return to a left-hand adversary's lead. "Suppose," says Major A———, "the fourth player to have ace, king, and a small one of his left-hand adversary's lead. If he wins with the ace and returns a small one, his partner will make the third best, unless the second and third are both against him. It is indeed from this, if you lead from the king, and your right-hand adversary, after winning with the ten or knave, return your lead, that the best chance to make your king is to put it on." With king, knave, and others against ace, queen, and one other, the only remaining card of the suit, lead the king; for if the queen is unguarded, you bring out the ace, and every other trick is your own. In like manner, your left-hand adversary having the second best of a suit guarded, if you remain with ace, queen, and four others, by playing the lowest, it is most probably passed, and you win all the rest.

Major A. exemplifies a position which, considering that the cards are unseen, he considers equal to a masterly move in chess! "The score was four all. A, with six *tricks turned*, remained with a ten, seven of trumps, and two hearts, and led a heart. B, the left hand adversary, had knave and eight of trumps and two clubs. A's partner (C), had two small trumps and two hearts. D, the last player, had the king and a small trump, a club and a diamond. D, seeing it was necessary to win every trick, and that there was no chance of doing so unless his partner had the two best trumps or a successful finesse in hand, trumped A's lead of hearts with the best trump, the king; returned the small one, and thereby won a most critical game." With all deference to Major A., I do not see that, in the hands of any players of intelligence, the cards could have been otherwise played.

The following are the generally accepted

ODDS AT SHORT WHIST;

always presuming that the play of each partner is equal.

On the game with the deal.

The game is about 21 to 20 in favour of the dealers.

1 to love	is about	11 to 10	on the game.
2	—	5 — 4	
3	—	3 — 2	
4	—	7 — 4	
5	—	2 — 1	
6	—	5 — 2	
7	—	7 — 2	

With the deal,

2 to love	is about	6 to 4
4	—	2 — 1
3 to 4	—	8 — 7

On the rubber with the deal.

1 to love	is about	7 to 2
2	—	4 — 1
3	—	9 — 2
4	—	5 — 1

I quote the following, as a mere matter of curiosity, from Mr. Hardie's book.

Odds against and for the Dealer's Hand of Trumps.

158,753,389,899 to 1,	that he does *not* hold	13 trumps	
338,493,367 to 1,	—	12	or more.
3,215,258 to 1,	—	11	
77,065 to 1,	—	10	
3,710 to 1,	—	9	
317 to 1,	—	8	
44 to 1,	—	7	
8 to 1,	—	6	
17 to 7,	—	5	
7 to 5,	that he *does* hold	4	
28 to 5,	—	3	
79 to 2,	—	2	

Odds against and for any particular Non-dealer's Hand of Trumps.

12,211,799,222 to 1,	that he does *not* hold	12	trumps
53,326,633 to 1,	—	11	or more.
778,068 to 1,	—	10	
25,457 to 1,	—	9	
1,567 to 1,	—	8	
163 to 1,	—	7	
161 to 6,	—	6	
31 to 5,	—	5	
7 to 4,	or near 9 to 5	4	
13 to 7,	that he *does* hold	3	
38 to 5,	—	2	
57 to 1,	—	1	

Odds against the Dealer holding such a certain Quantity of Trumps.

It is 51 to 1,	that he does not hold *exactly*	7	trumps
12 to 1,	—	6	—
21 to 4,	—	5	—
12 to 5,	—	4	—
11 to 4,	—	5	—

79 to 2, against holding only the trump turned up.

Odds against any assigned Non-dealer holding such an exact Quantity.

It is 183 to 1,	that he does not hold *exactly*	7	trumps
32 to 1,	—	6	—
44 to 5,	—	5	—
7 to 2,	—	4	—
12 to 5,	—	3	—
23 to 7,	—	2	—
64 to 7,	—	1	—

57 to 1, that he is not without a trump.

Betting against particular cards at Whist, has greatly gone out of fashion since the days when the "finest gentleman in Europe" was paramount at the clubs.

The bets usual among gentlemen players, now-a-days, are simply on the points, the odd trick, and the rubber. I have played in many companies, both high and low, in the course of my lengthened experience, and I am happy to say I have observed, during the last quarter of a century, a gradual diminution in card-table gambling.

THREE-HANDED WHIST.

With his broad sabre next, a chief in years,
The hoary majesty of Spades appears;
Puts forth one manly leg, to sight revealed,
The rest his many-coloured robe concealed.
POPE.

THIS game of Whist for three players has of late been adopted in the clubs, but I have not seen any printed account of it. The full pack of cards is dealt in the usual manner, in four hands. The player on the left of the dealer has the option of exchanging his own hand for the "miss;" if he refuses to exchange, the third player has the refusal of the extra hand; the dealer having the last choice. If neither player chooses to exchange, the "miss" remains on the table as an unknown hand. The player choosing the "miss" throws up his own cards, which must remain, face downwards, on the table, to be gathered up after the round for the next deal. The deal is determined by the lowest cut, and each player takes it in turn. In some companies they cut for deal at the commencement of each game, but I prefer the deal to go round to the end of the sitting. The game consists of fifteen points, all tricks counting after four. Every honour counts; not as in the regular game, but one point for each honour held.

Now, it would seem that little skill is required to play at this game, each player depending on his own hand. But the contrary is the case, for the elder hand, having the advantage of seeing two hands, can so regulate his mode of play as to render his chances of the game greatly superior to that of the other players. For instance, the leading player on looking over his hand finds it to contain only two or three certain tricks; say ace of trumps, and two small ones, king of another suit, and ace and knave of a third. He rejects his own hand, and takes the miss.

It is an even bet that it contains an honour and two trumps, with at least three leading cards in other suits. Remembering the cards he has thrown away, he plays with almost as much certainty as if the hands were spread out before him. He knows, in fact, exactly what his two opponents hold, and is enabled to finesse accordingly. If he should happen to possess a long sequence, or a strong hand, in any one particular suit, he immediately endeavours to exhaust the trumps. Knowing that three trumps are in the miss, if he can get out three rounds of trumps, and still retain the king card, he is enabled to establish his long suit, and so make a good number of tricks. Of course it will be evident that the possession of a good string of trumps, or a long sequence, must be of immense importance in the game, as each player stands individually on his own chance; of course the maxims of regular Whist are of little use in this game. Presuming that the three players are of equal skill, the possessor of the best hand must win; but, by judicious underplay and finesse, especially when aided by a knowledge of two hands, much may be accomplished even with a weak and inferior hand.

ANOTHER MODE

of playing Three-handed Whist is by rejecting the fourth hand altogether, and allowing it to remain unseen on the table. Of course in this game the best hand must win, and there is little scope for ability. The game is fifteen up; every trick above four counting as one, and honours scoring each as one point.

A THIRD PLAN

of playing Three-handed Whist is to reject from the pack all the twos, threes, fours, and fives from each suit—or the twos, threes, and fours, and one of the fives from the pack. The game is then played fifteen up; tricks beyond four count each a point; and honours count individually,

as in the other three-handed games. Each player standing on his own chance, he makes the best he can out of his twelve cards. It is not so amusing a game as either of the others; and of the three methods of playing Three-handed Whist, I give a decided preference to the first named, for the reasons already stated. So much depends on the temper and judgment of the player, that any set rules are of little value. In this and in other card games, players will do well to remember Rochefoucauld's maxim —"We ought to console ourselves for our own faults when we have the resolution to confess them."

TWO-HANDED WHIST.

Uncertain objects still our hopes employ;
Uncertain all that bears the name of joy;
Of all that feels the injuries of fate,
Uncertain is the search, and short the date.
LANGHORNE.

THIS game—which by some is called by the not very elegant name of HUMBUG—is played in two ways: either with a perfect pack of cards, and by rejecting the alternate hands; or by casting out the low cards from the twos to the fives inclusive. In the first mode of playing, the game consists of fifteen points, all after four tricks counting; and four honours, each counting one in its natural order, the highest first. Thus, if one player stands at four with his ace, and the other with king and queen, the first will win the game. But in all cases tricks count before honours. The player in this game will of course endeavour to establish his long suit; the safest lead being from a sequence, finesse and tenace may be usefully employed. If the small cards be rejected, the game is played as in long Whist—ten points up—except that all the honours count.

ANOTHER METHOD

of playing two-handed Whist, called by some French Humbug, gives each player the option of changing his hand for either of the "Misses." The game is five up. Two honours count *one*, and four honours *two* points; honours when divided do not count. There is not much room for skill at either of the two-handed games at Whist; though, for two players, many prefer it to Cribbage, Ecarté, or All-fours. *Autant d'hommes, autant d'avis.*

DUMBY.

Now stand we trembling on the top, and now
The low is lofty and the lofty low!
This useful lesson what I show will teach,
A truth that Cards as well as sages preach!
GRÆME (*a little altered*).

DUMBY is played by three players in precisely the same way as in four-handed Whist, except that one of the hands is exposed, face upwards, on the table, and is played by one of the players taking the open hand, just as if, and in the same order, a fourth player were present. The game is ten up, and honours count as usual in Long Whist.

The ordinary method is for three players to cut, when the possessor of the lowest card takes the Dumby as partner, and plays against the other two. The cards are cut afresh at the commencement of each game or rubber, as may be determined. A *Round at Dumby* is usually arranged thus-wise: the lowest card takes the Dumby for the first rubber, the next lowest for the second rubber, and the last for the third; the cards are dealt as usual, and the owner of Dumby arranges the open hand in whatever manner he pleases as regards the placing of the suits.

The great advantage possessed by the player of Dumby is that he can play from the open hand, and so accommodate his own; this advantage is generally supposed to be equal to about one point in ten. It is not uncommon for Dumby's partner to give one point in each rubber.

Deschapelles says, "Decisive strokes are in favour of Dumby in the first rounds, after which the advantage generally remains with the assailants." This, of course, must depend on the respective hands.

The great art of the players who oppose the Dumby is to lead through the strong suits in the open hand up to their own weak ones. Of course it will be seen that the

returning partner's lead is of less consequence in this than in the regular game.

In Dumby the most important maxims in Whist may be consistently followed. Although, as has been often said, "cards beat their makers," the players in this game will do well to follow out the regular style of play recommended in these instructions.

For example:—

Be careful in properly placing Dumby's lead, so as to advantage your own hand.

Strengthen your hand by leading up to the open hand.

Play out one suit before opening out another.

Be careful of the thirteenth card.

Retain the command of your adversaries' suit.

Do not force the strong and the weak suit indiscriminately.

Watch with patience, and never lose a trick that may or ought to be saved.

It will be evident to the most ordinary Whist amateur that the player on the left of Dumby should always play so as to lead up to the weak suits in the exposed hand, while he who sits on his right should play so as to lead through the strong ones.

Some few rules in Dumby differ from those of the regular game. For instance:—

Dumby cannot revoke, seeing that each player can, and must, correct the playing of a wrong card.

If Dumby or its partner lead out of turn, the adversaries may either have the cards properly played, or insist on a new deal.

The opponents of dumby, and its partner, are bound by the admitted laws of the game.

DOUBLE DUMBY

is called by the French La Mort. It is played as in the ordinary game, by two players, with two exposed and two unseen hands. Both it and Dumby may be played

as Long or Short Whist. Double Dumby is decidedly in favour of the best player; but it affords good practice for an amateur, especially in the study of finesse and tenace.

Several games have an affinity to Whist: as, for instance,—"Catch the Ten, or Scotch Whist," which may be played by any number of players from two to eight; "Boaston," which is played by four persons, with a full pack of cards; "Quadrille," the game celebrated by *Pope* in his "Rape of the Lock," from which I have borrowed several of my chapter mottoes; and "Reverses," a game for four players, with forty-eight cards. But they are all vastly inferior to Whist, and are now so nearly forgotten that I do not consider it worth while to include them in this series of my games. I could, had I thought fit, have adopted the plan pursued by "Cælebs" and "Lt. Col. B.," and have given "illustrative hands" and "cases of curiosity," as was common in the old editions of *Matthews*, *Hoyle*, and their commentators.

But such modes of attracting attention I take to be mere charlatanry and bosh! And then, as to some of the so-called Laws of the Game, as given by recent writers: what can be more absurd than the very first Law (!) propounded by Cælebs: "The first four persons arriving at the card table are entitled to make the first rubber." Does this mean that the players are to rush from the Club washing-place or dining-room, and make up a rubber as though it were a race, first come, first served; or does it mean that I am to admit Mr. Sharper, or any other stranger to my rubber whether I like his company or not; or that the servants, if they "arrive first at the card table," are to sit down and play with their masters; or what does it mean? How much better does Major A. put it:—"The game is played by four persons, who cut for partners;" or by Mr. Hardie:—"The game of Whist is

played by four persons with a complete pack of fifty-two cards;" or by Mr. Carleton:—"A party of four being assembled, two packs of cards are placed on the table. From one of these packs each removes a cut of not less than four cards; the two highest and the two lowest become partners, the holder of the lowest card being entitled to the deal." In fact, "Cælebs" merely follows M. Deschapelles, who, in his first article, says—"A complete Whist-table is composed of six persons, the first four of whom are chosen by lot for the first rubber." The truth is, no rule can be laid down as to who shall play and who shall not. If five or six persons wish to play, of course it is easy for them to determine for themselves in what way they will divide for the first and every subsequent rubber. *Chacun à son goût.*

Again, and in conclusion, I say that to play Whist well requires good practice and experience. I, and all other writers on the game, but offer hints and venture no advice.

> "To wilful men
> The injuries that they themselves procure
> Must be their schoolmasters."

CATCH THE TEN, OR SCOTTISH WHIST.

> Merry and pleasant 'tis to catch the ten,
> A favourite pastime among Scottish men.—TUPPER.

THIS game, very popular north of the Tweed, is played by any number of persons from two to eight. The twos, threes, fours and fives are discarded from the pack; and if, necessary for an equal division, one or two of the sixes. When the number of players are two,

three, five, or seven, each plays on his own account; in other cases as partners.

When two persons play, three hands are dealt to each; the first two hands from the top of the pack, after it is shuffled and cut; then other two; and, lastly, the third two; the thirty-sixth card being turned up. The hands are played in the order in which they are dealt. In like manner, when three play, two hands are dealt for each, and played in the same order.

If the party consists of four or six, two and two or three and three are partners; or if of eight, of four partnerships; the partners sitting opposite each other with an adversary between each two.

Mode of Playing.—The cards being cut, and dealt by one or three at a time, and the last one turned up for trumps; they have the same value as at Whist, except in the trump suit. Forty-one is game, and the points are made by counting the cards in the tricks taken, and the honours of trumps. Each card above the player's share in the tricks taken counts for one. Thus, if four are playing, each person's share of the 36 cards is 9. If two partners take eight tricks (4 multiplied by 8 are 32), they reckon 14 towards game, that being the number over their joint shares of twice 9 or 18.—The knave of trumps is the best, and reckons for 11, ace next, for 4, king for 3, queen for 2, and the Ten for 10. They are not reckoned, as at whist, by the party to whom they are dealt, but to those who take them in the course of playing.

As the name implies, the grand object in this game is to *Catch* the *Ten* of trumps, or to prevent its being caught by the adversary. The only safe way of saving or *passing* the Ten, is to play it in a round of trumps, when one of your partners has played the best trump; or if you happen to be the last player, and have none of the suit led, trump with your Ten, if it will take the trick, or if

your partner has already taken it. These are very favourable opportunities, and do not often occur; so that it is frequently necessary to run some risk to secure so important a card—as by trumping suit in a second round, though not last player—trusting to your partner's holding the best trump, &c.—If you hold the knave and king or ace and king, and have the lead, play two rounds of trumps, and you will have a chance of catching the Ten in the second round, or enabling your partner to pass it under cover of your best trump.—But these rules must vary so considerably according to the greater or smaller number of the party playing, that it is almost impossible, without confusing the learner, to lay down particular rules for every case. A revoke is punished by the total loss of the game.

Catch the Ten requires almost as much attention and calculation as Whist, which it closely resembles. Though certainly an inferior game to Whist, it is full of amusement.

FIVE AND TEN, OR SPOIL FIVE.

"Why, heart alive,
What better game than old Spoil Five."
LIDSTONE.

THIS is a thoroughly Irish, and, I am told, a capital game, though I certainly have not often played at it. The different ranking of the cards in the red and black suits, and the change in their value when trumps and when not trumps, render it somewhat difficult; yet the pains bestowed in learning will, I believe, be amply compensated by the pleasure obtained when a thorough knowledge of the game is acquired.

A complete pack of cards is used, and two, three, or four persons may play. Each game is decided in one hand. The motive of the game consists in endeavouring to get the majority of the five tricks, which is called a Five, and entitles the winner to the stakes played for; or to gain the whole five tricks, which is called a Ten, and the winner in this case draws double stakes.

The following is the rank and sequence of the cards when the respective suits are trumps:

Hearts and Diamonds.	Spades and Clubs.
Five, Knave,	Five Knave,
Ace of Hearts,	Ace of Hearts,
Ace of Diamonds,	Ace of Spades or Clubs,
King, Queen,	King, Queen,
Ten, Nine,	Two, Three,
Eight, Seven,	Four, Six,
Six, Four,	Seven, Eight,
Three, Two.	Nine, Ten.

And the following is their order when not trumps:

Hearts and Diamonds.	Spades and Clubs.
King, Queen,	Ace, King,
Knave, Ten,	Queen, Knave,
Nine, Eight,	Two, Three,
Seven, Six,	Four, Five,
Five, Four,	Six, Seven,
Three, Two,	Eight, Nine,
Ace of Diamonds.	Ten.

From this it will be observed that the Five is first, and the Knave second in order, when trumps, and that the Ace of Hearts is always trumps, and ranks as the third best card. These three cards have the privilege of revoking, when it suits the holder of them to do so; but if the Five be led, the holder of the Knave or Ace must play it, if he has not another trump to play, and the Ace unguarded must in like manner be played if the Knave

be led—the superior card always forcing the inferior. The Ace of Diamonds, which is fourth in order when that suit is trumps, is the lowest when not trumps; and the usual rank of the inferior cards is reversed in the black suits, the two being above the three, the three above the four, and so on, the ten ranking lowest, whether trumps or not.

Mode of Playing—The players having cut for deal, which the lowest Five-and-Ten card wins, and each having deposited an equal stake, the cards are cut, and five dealt to each player, by twos and threes, the next card being turned up for trumps. If the elder hand has a certain Five, that is to say, if he hold three cards which will each take a trick, he ought to play them, as there is a great probability, if his two remaining cards are tolerable, that he may get the whole five, and thus win a double stake. But if he hold only indifferent cards, the best method is to throw the lead into his opponent's hand by playing an inferior card, in the hope of regaining it at the third trick, which is the critical stage of the game; and as three tricks constitute a Five equally as Four, it is reckoned better play to reserve the best cards till the third trick than to risk the game by eagerness to secure the two first.

If the party consists of four, they play in two partnerships, which are determined by cutting the cards, the two lowest playing against the two highest, or by agreement among the parties. The maxims at Whist relative to leading and how to play when your partner leads will in general be found of considerable use here.

When three play at this game, it is still necessary that one of them should win the three tricks in order to make a Five, as the stakes must remain for next game if two of the players get two tricks each, and the other one.—If the cards you hold do not entitle you to expect to make the Five yourself, the object should be to spoil it, or to

"is fond of going to the theatre and playing at cards. And of all games he preferred Cribbage, because of its inexhaustible variety of chances and its many curious calculations." If he "enjoy cards in his own house," the writer goes on to say, "he likes to play with friends whom he has known for many years; but an elderly stranger may be introduced, if he be quiet and scientific. Indeed, the privilege occasionally extended to younger men of good family, who, if bad players, are generally good losers. Not that our old gentleman is miserly or avaricious; but to win money at cards, is like proving his victory by getting the baggage; and to win of a younger man is a substitute for not being able to beat him at rackets or billiards." I quote the passage from memory, and may not, therefore, be correct *verbatim et literatum;* but such is the sense of the sketch by Leigh Hunt, a player at cards of no mean pretensions.

When, or by whom, the game of Cribbage was invented, I am not really able to say; but, if any of my readers are curious on the point, I will write to the editor of *Notes and Queries*, who knows everything, and inquire. By the time the subject is fully exhausted, and a dozen or more correspondents have raked up couplets from old poets, and paragraphs from forgotten writers, in illustration of the antiquity and respectability of Cribbage, my little book will be ready for another edition; and, should anything worth printing have been discovered as to the history and mystery of the game, I will be careful to embody it in an Appendix.

Meanwhile, and without further preface, let us endeavour to make the courteous reader thoroughly acquainted with the game in all its branches. By the way, if Cribbage be useful in an educational point of view, why do not the masters and mistresses of Establishments for Young Gentlemen and Young Ladies include it in their prospectuses as an accomplishment, and make an extra charge for it, like German, Drawing, and Calisthenics? How well such

a line as this would look just before the notice that "each pupil must be provided with half-a-dozen towels and a silver fork and spoon:"

"CRIBBAGE TAUGHT BY A PROFESSOR."

Cribbage (noble game for youths and maidens) is played with a full pack of fifty-two cards, and an oblong board with a double row of sixty-one holes, and two pegs (that may be of ivory, or lucifer matches, with the phosphorus ends cut off) on which, and with which, the points of the game are marked. There are several different games, known as Five-card, Six-card, and Eight-card Cribbage, but the five and six card are the most usually played.

The value of the cards in Cribbage differs somewhat from their value in Whist. All the court-cards and tens are counted as ten each; the ace is counted as one, and the rest of the cards according to their number of pips. The points of the game are made by fifteens, pairs, flushes, and sequences, and last cards for the "go;" and the game is won by the player who arrives first at the "end hole" on the board.

The game (Five-card Cribbage, for two players) is then played in the manner following:—

The players, having determined which is to deal, by cutting the cards, the holder of the lowest cut deals five cards to each, one at a time, face downwards, on the table. The non-dealer then marks three holes, as an equivalent for the supposed advantage derived by the dealer, who has the first crib. Two cards are then thrown out from each hand to form the "Crib," and the non-dealer cuts off a number of cards (not fewer than three) from the pack on the table, and the dealer turns up the top card, which remains exposed on the top of the pack throughout the deal. If the turn-up be a knave, the dealer marks "two for his heels."

Suppose the hands to be—

DEALER'S HAND.	NON-DEALER'S HAND.
King	Queen
Nine	Three
Five	Eight
Four	Seven
Seven	Ten

The dealer would probably throw out the king and five for his own crib, and the non-dealer the queen and the three; the cards being cut, an eight (say) is turned up.

The non-dealer then leads (say) his eight, the dealer plays his seven, calls "fifteen," and marks two points on the board. The other then plays his ten, and calls "twenty-five;" to which the dealer responds by his six, and calls "thirty-one;" for which he marks two more points. For a less number than thirty-one he would have only marked one hole—"the go." So soon as thirty-one, or the next highest number is attained by either player, the round is over, and the non-dealer counts his cards. In the case supposed the non-dealer would count six—two fifteens for the seven and two eights (four), and two for the pair of eights. The dealer, for his hand, would score five—two for the fifteen (seven and eight), and three for the sequence (seven, eight, nine). But then he would have the crib, which in this case would amount to four—fifteen-two for king and five; and fifteen-two for queen and five—together called, in the language of the game, fifteen-four.

And so the game proceeds, deal after deal, till the sixty-first hole is attained by one or the other of the players.

But, in order to render my instructions plain to the reader, it is necessary that I should make him acquainted with

THE TECHNICAL TERMS USED IN THE GAME.

THE CRIB.—Two cards rejected from the hand by each player. Whatever points the four cards with the turn-up make are scored by the dealer.

PAIRS.—Two cards of a like denomination, as two kings, queens, sevens, threes, &c. The pairs reckon either in hand or play.

PAIRS ROYAL.—Three cards of the same value, as three knaves, sixes, aces, &c. The pairs royal reckon in hand as well as play. That is—suppose the non-dealer plays a three, the dealer plays another three, and scores *two* for a pair; the non-dealer plays a third three, and scores *six*—two for each pair; the dealer may possibly hold the fourth three, in which case he would play it and score *twelve*. Four cards of a like denomination are known as a

DOUBLE PAIR ROYAL.—Whether made in the course of play or held in hand or crib, they count twelve.

FIFTEENS.—Each fifteen, whether made of two or more cards, in either hand or play, scores two points in the game. Fifteens are formed of tenth cards and fives (all the court cards as well as the tens are tenth cards), nines and sixes, seven and eights; or by three or more cards, the pips on which score fifteen. For instance—a hand consists of

9, 2, 2, 2, and 6 (turn-up).
or,
4, 7, 2, 1, and 8 (turn-up).
or,
7, 7, 4, 4, and 1 (turn-up).

In the first two cases there are two fifteens, and in the last three fifteens and two pairs. Thus:—

Two fours and a seven—15—count			2
Two fours and the other seven	15	„	2
Two sevens and the ace—15		„	2
Pair of fours		„	2
Pair of sevens		„	2
			10

Fifteens, formed by cards in play, count two each.

Thus, the first player throws down a nine, and the second a six, the latter says "fifteen," and scores two; or, the first player plays a three, the second a four; or the first an eight, and the second a seven; and so in all the Cribbage games.

SEQUENCES are formed of three, four, or more cards, in their regular order—as four, five, six; queen, king, knave, ten, &c.; they each reckon for as many points as there are cards in sequence. In playing, it is of no importance which of the cards of the sequence are first played. Thus, I play an ace, and my adversary a four, then I again a deuce, and he a five. There is no sequence here; but, if I should have a tray, I play it, and make a sequence of five. Should he then possess an ace, or a six, he scores for a sequence of five or six, as the case may be. The sequence must always be without an intervening pair. As, for instance,—I play a three, he plays a two, and I a four; I score for a sequence of three: he then plays a four, and scores two for a pair. I play a six and he a five, when he scores three for the sequence—four, five, six. In counting the cards for hand or crib, the sequences reckon in the same manner, each hand for itself, the turn-up being always included. To take another example: Suppose you held in your crib two queens and two knaves, and there is a king on the pack as turn-up, then you score,—

Knave of hearts with queen of hearts and the king 3
Knave of hearts with queen of diamonds and the king . . . 3
Knave of diamonds with queen of diamonds and the king . . 3
Knave of diamonds with queen of hearts and the king . . . 3
The points taken for the sequences will be seen to be twelve, to which add—
For the pair of knaves 2
For the pair of queens 2

Or,

King, queen, knave and ten in crib, and a king

up: For this you would score ten; eight for the double sequence, and two for the pair.

Or,

Ten, nine, eight in hand and a seven turned up, you would score six; four for the sequence, and two for the fifteen.

FLUSHES are formed by three or more cards of a suit, hearts, diamonds, spades, or clubs. A *flush in hand* scores three in Five-card Cribbage, without reference to the turn up. To have a *flush in crib*, all five cards must be of one suit.

TWO FOR HIS HEELS is the technical term for the two points taken by the dealer for a knave turned up on the pack after it has been cut by the non-dealer.

THE GO.—The point nearest thirty-one, a player having made (say) twenty-five, and his opponent having no card lower than a seven in his hand, the latter cries "Go," and the former scores one point.

ONE FOR HIS NOB is the term used when either player holds, either in hand or crib, a knave of the same suit as the turn-up, and for which he scores one point.

END HOLE is the point gained by the last player. When it is under thirty-one, the player making it scores *one* point; when it is exactly thirty-one, he scores *two*.

LAST.—The three points taken by the non-dealer at Five-card Cribbage. They may be taken at any part of the game, though to avoid disputes it is usual to take them at the commencement of each game.

THE START.—The condition of the pack after being cut and before the cards are dealt.

We see, therefore, that the points of the game are made

For every fifteen	2 points.
Pair, or two of a sort	2 „
Pair-royal, or three of a sort	6 „
Double pair-royal, or four ditto	12 „
Knave in hand of the turned-up suit	1 „
Knave turned-up	2 „

Sequences and flushes, whatever their number.

I shall now proceed to make my readers acquainted with

THE ACKNOWLEDGED LAWS OF THE GAME.

1. The players cut for deal. The ace is lowest in cutting. In case of a tie, they must cut again. The holder of the lowest card deals.

Strictly speaking, there should be a cut at the commencement of every game, but in a sitting it is usual either to cut for the deal at the beginning of each rubber, or for each player to take it in turn; the three holes for the non-deal being considered an equivalent.

2. Not fewer than four cards is considered a cut; nor must the non-dealer touch the pack after he has cut it.

This is a very necessary law, as a knowledge where such and such cards lie in the pack, would materially assist a shrewd player.

3. Too many or too few cards dealt constitute a misdeal, the penalty for which is the loss of the deal or the taking of two points by the non-dealer, at the option of the latter.

It has long been a disputed point among cribbage players whether any penalty whatever attaches to a misdeal, but the law as I have given it is now admitted at all the clubs.

4. A faced card necessitates a new deal, without penalty; and a card exposed during the act of dealing necessitates a new deal, without penalty.

This is entirely at the option of the non-dealer. To expose one of his own cards does not invalidate the dealer's score, as it does no injury to his adversary.

5. The dealer shuffles the cards and the non-dealer cuts them for the "start."

It has been usual to say that each party has a right to shuffle, the dealer last: but the law as I have given it is now generally adopted. In four-hand cribbage, the left-hand adversary shuffles, and the right-hand cuts the cards.

6. If the non-dealer touch the cards (except to cut them for the turn-up) after they have been cut for the start, he forfeits two points.

The non-dealer has, in fact, nothing to do with the pack but to cut it for the start and the turn-up.

7. In cutting for the start, not fewer than three cards must be lifted, nor fewer than four be left on the table.

There is no penalty attached to a violation of this rule; the dealer simply objects to the "cut," and makes his adversary lift the cards again.

8. The non-dealer throws out for the crib, before the dealer. A card once laid out cannot be recalled, nor must either party touch the crib till the hand is played out. Either player confusing the crib cards with his hand, is liable to a penalty of three points.

This very useful law is now admitted by all cribbage players. It stands good in each of its sections for all the cribbage games. In three and four-hand cribbage the left-hand player throws out first for the crib, then the next; the dealer last. The usual and best way is for the non-dealer to throw his crib over to the dealer's side of the board; on these two cards the dealer places his own, and hands the pack over to be cut. The pack is then at the right side of the board for the next deal, and, in case of a dispute, the very position of the crib will show to whom it belongs.

9. The player who takes more points than those to which he is entitled, either in play or in reckoning his hand or crib, is liable to be "pegged;" that is, to be put back as many points as he has over-scored, and have them added to his opponent's side.

In "pegging" your opponent, you must be careful how you perform the operation, or you may yourself be pegged for wrongly scoring: you must not remove your opponent's

front peg till you have given him another. In order "to take him down a peg or two," you must remove *your own back peg* and place it *where his front peg ought to be*, you then take his *wrongly placed peg* and put it *in front of your own front*, as many holes as he has forfeited by wrongly scoring. In this operation you and your opponent will have necessarily changed a peg each, which must continue till the game's end.

10. No penalty attaches to the taking of too few points in play, hand, or crib.

I have more than once heard it stated that an opponent is entitled to take the points overlooked. This is manifestly incorrect; the taking too few points is surely penalty sufficient.

11. When a player has once taken his hand or crib he cannot amend his score, but must abide the penalty.

Therefore, if a player score more than he is entitled to, his opponent must let the pegs stand, if he do not discover the discrepancy before the first card of the next deal is on the table.

12. When a knave is turned up, "two for his heels" must be scored before the dealer's own card be played, or they cannot be taken.

"Before his own card be played," remember: he may, therefore, take the two points after his adversary has played a card.

13. A player cannot demand the assistance of his adversary in reckoning his hand and crib.

This rule is almost unnecessary, but sometimes a player throws down his cards with an interrogation—"eight, I think?" His opponent has clearly no right to tell him if the number be too few, and if he take too many he must not be surprised if he be "pegged."

14. A player may not touch his adversary's pegs, except to "peg him," under a penalty of two points. If the foremost peg has been displaced by accident, it must be placed in the hole behind the peg standing on the board.

The meaning of this law is that in case of a dispute as to the score, each player is to have the command of his own side of the board.

15. The peg once holed cannot be removed by either player till another point or points be gained, under any circumstances whatever.

Thus, a player scoring seven (say) and then, after he has marked the points, discovering that he was nine, cannot mark the other two: all errors in scoring too few must stand.

16. The player who scores a game as won when, in fact, it is not won, loses it, together with all bets he may have made, no matter what position his opponent may hold in the game.

This most important rule should always be enforced. It sometimes happens that the nondealer, wanting (say) ten for the game, holds eight, and, either by accident or design, pegs out the game; if the opponent should discover the error, he wins the game. This shows how careful each player ought to be in not scoring before he has fully counted his hand or crib: a point taken too few or too many often causes the loss of a game or even a rubber.

17. A *lurch*—scoring the whole sixty-one before your adversary has scored thirty-one—is equivalent to a double game.

This point must be agreed to previous to the commencement of the game.

18. A card that may be legally played cannot be withdrawn after it has been once thrown face upwards on the table.

Thus, if an opponent play a ten, and you hold a five, but by mistake play (say) a nine or any other card, you are not allowed to withdraw the card played and substitute the five; but if the card played cannot legally be played, it must be withdrawn and another played.

19. If a player neglect to score his hand, crib, or any point or points of the game, he cannot score them after the cards are packed or the next card played.

Thus if you play a seven to a seven and neglect to take two for the pair, you cannot mark the points omitted, even if your opponent were to play a third seven and score six for the pair-royal.

20. The player who throws up his cards and refuses to score, forfeits the game.

There can be no question as to the justice of this rule.

21. If a player neglect to play when he can play a card within the prescribed thirty-one, he forfeits two holes.

A very necessary rule. I have often seen a player, in six-card cribbage, make (say) twenty-seven, and when his opponent cries "go," neglect to play his ace or deuce so that it may score in the next play of the deal.

22. No penalty is attached to a wrong call in play; but the opponent may either insist on a right number being called or play a card and take advantage of the error.

Thus, if I, by mistake or design, play a card and call (say) twenty-seven, when in fact, the card played makes with the others only twenty-six, my opponent may either insist on my correcting my call, or he may play a four, making thirty-one, and so profit by my error.

23. Each player's hand and crib must be plainly thrown down on the table and not mixed with the pack, under penalty of the forfeiture of the game.

It is usual among good players to call the total number in hand or crib, and then throw the cards on the table, face upwards, for the adversary to count if he chooses. This plan appears to meet all the requirements of the law. It is *not* necessary that you should show your adversary *how* the number is made up; it is his business to count the cards for himself, and *see* that you take no more than you are entitled to.

24. Either player refusing to abide by the laws of the game forfeits it.

This shows the necessity of playing the *strict game*. If once any irregularity be allowed to pass unnoticed by either player, the integrity of the game is broken into, and no future penalty can in fairness be enforced.

25. Bystanders are by no means allowed to interfere,

unless called upon to decide a dispute not provided for in these laws.

In all cases of dispute it is best for the players to agree to the decision of some known player, or if there be no sufficient authority present, write to Captain Crawley, at the Publishers'. He will gladly set any doubtful point straight. In all cases of dispute it must be agreed that the decision of the appointed umpire shall be final.

EXAMPLES OF MODES OF RECKONING.

I now come to a part of the game that cannot well be shown except with the cards before you. Good players at Cribbage see at a glance what number they hold in hand or crib, without going through the trouble of counting each separate pair or fifteen. For instance every player *ought to know, without counting*, that—

Three fives and a tenth card	count	14
Three fours and a seven	„	12
Three twos and a nine	„	8
Three sixes and a nine	„	12
Three sevens and an eight	„	12
Three eights and a seven	„	12
Three nines and a six	„	12
Three threes and a nine	„	12
Three sixes and a three	„	12
Three sevens and an ace	„	12
Two tens (pair) and two fives	„	12
Two tenth cards (not a pair) and two fives	„	10
Two nines and two sixes	„	12
Two eights and two sevens	„	12
Two sixes and two threes	„	8
Two fives, a four, and a six	„	12
Two fours, a five, and a six	„	12
Two sixes, a four, and a five	„	12
Two threes and two nines	„	8
Two nines, a seven, and an eight	„	10
Two eights, a seven, and a nine	„	12
Two sevens, an eight, and a nine	„	12
Two sixes, a seven, and an eight	„	10
Two sixes, a three, and a nine	„	8
A seven, eight, nine, ten, and knave	„	7
A six, seven, eight, nine, and ten	„	9

A six, seven, eight, and nine	count	8
A six, five, and two sevens	„	8
Any double sequence of three cards and a pair (as knave, queen, and two kings)	„	8
Any sequence of three cards and a fifteen	„	5
Any sequence of four cards and a fifteen (as seven, eight, nine and ten	„	6
Any sequence of six cards	„	6
Any sequence of four cards and a flush	„	8
Any flush of four cards and a fifteen	„	6
Any flush of four cards and a pair	„	6

The greatest number that can be obtained in hand (at six-card) and in crib (at five-card Cribbage), is twenty-nine. It is made up of four fives and a knave,—three fives and a knave in the crib,—and a five on the pack. Thus:—

The double pair-royal of fives	12
Knave and five of diamonds—fifteen	2
Knave and five of clubs—fifteen	2
Knave and five of spades—fifteen	2
Knave and five of hearts—fifteen	2
Five of spades, 5 of diamonds, and five of clubs—fifteen	2
Five of spades, five of diamonds, and five of hearts—fifteen	2
Five of spades, five of clubs, and five of hearts—fifteen	2
Five of diamonds, five of clubs, and five of hearts—fifteen	2
Knave of same suit as the turned-up card	1
Total,	29

To give a few more examples of hands:—

Two sevens, two eights, and a nine	count	24
Two eights, a seven, and two nines	„	20
Two nines, a six, seven, and eight	„	16
Two sixes, two fives, and a four	„	24
Two sixes, two fours, and a five	„	24
Two fives, two fours, and a six	„	24
Two threes, two twos, and an ace	„	16
Two aces, two twos, and a nine	„	6
Four, five, and six of clubs, and a five of hearts turned-up—(six for the sequences, three for the flush, four for the fifteens, and two for the pair of fives)	„	15

Six, seven, eight, and two aces—13; thus, fifteen, 8, a pair, 2; sequence, 3; in all 13—the "ragged thirteen."

One more instance, and I will close this section of my instructions. Suppose you have a crib composed of—

The three of spades,
The three of clubs,
The three of diamonds.
A nine of any sort,
And a three of hearts on the pack.

How many points would it count? Twenty-four Thus:—

The double pair-royal of threes	12
Three of clubs, three of diamonds, and nine of hearts—fifteen	2
Three of spades, three of diamonds, and nine of hearts—fifteen	2
Three of hearts, three of diamonds, and nine of hearts—fifteen	2
Three of spades, three of clubs, and nine of hearts—fifteen .	2
Three of spades, three of hearts, and nine of hearts—fifteen	2
Three of clubs, three of hearts, and nine of hearts—fifteen .	2
Total points,	24

MAXIMS FOR LAYING OUT CARDS FOR THE CRIB.

The real science of the game of Cribbage consists in the manner in which you discard for your own crib, in the first place, and for your adversary's, in the second.

Two golden rules must ever be remembered. In laying out for your own crib, *discard favourable cards*—as a ten and a five, a seven and an eight, a nine and a six, a two and a three, a four and a six, a knave and a queen, &c.

In laying out for your adversary's crib, discard cards that will not readily tell—as a king and nine, which is considered the greatest baulk; a king and eight, a queen and nine, a queen and seven, a knave and seven, a knave and eight, a ten and king, &c. In fact, all such cards as will not fall in with others to make fifteens or sequences.

For your own crib lay out close cards; for your adversary's crib, let the cards be wide apart. It is better play to even hold a lesser number than you could in your own hand than to give good counting cards to your opponent.

The best cards to *hold in your own hand,* or to lay out *for your own crib,* are—fives, sixes, sevens, eights, twos, threes, and aces; of all the cards in the pack the fives are the most likely to count, seeing that there are sixteen tenth cards to make fifteens with, while there are only four cards to every other denomination. Therefore discard fives for your own crib, but keep them in your hand when you are non-dealer. Never discard for your opponent's crib a pair or two following cards, or even two cards of a suit, if you can avoid it. King and ace are good for a baulk, seeing that no sequence can lead up to the ace, but only from it, and only a four can make a fifteen in conjunction with the two.

Mr. Hardie, whom I have before quoted, says—

"When you can flush your cards in hand, it should be done, as it may assist your own crib, or baulk your opponent's.

"Always endeavour to retain a sequence in your hand, particularly if it is a flush.

"Unless it breaks your hand, always lay out close cards, such as a three and four, a five and six, *for your own crib,* in expectation of a sequence.

"Lay out two cards of the same suit for your crib, in preference to two cards of different suits, as it will give you the chance of a flush in crib. N.B.—As there is one card more to count in the crib, at five-card cribbage, than there is in hand, always pay great attention to the crib, as the probability of reckoning more points for the crib than hand, is 5 to 4.

"Avoid laying out cards of the same suit for your adversary's crib.

"Always endeavour to baulk your adversary's crib; and the best for this purpose are, a king or a queen with an

ace, a six, a seven, an eight, or nine; or any cards not likely to form a sequence. A king is generally considered the greater baulk; as, from its being the highest card in the pack, no higher card can come in to form a sequence.

"Avoid as much as possible laying out a knave for your opponent's crib, as it is only three to one but the card turned up is of the same suit, by which he will obtain a point.

"Avoid laying out for your adversary's crib (although you hold a pair-royal) a two and three, a five and six, a seven and eight, or a five and ten. Whenever you hold such cards, observe the state of your game, and particularly if it is nearly ended; whether your adversary is nearly out, or within a moderate show, and it is your deal. In such cases you must retain such cards as will, in playing, prevent your adversary from making pairs or sequences, &c., and enable you to win the end-hole, which will often prevent your opponent from winning the game."

Mr. Bohn, in his "Handbook of Games," has, in his account of Cribbage, but followed Hardie and Walker. Most players reckon seven as an average good hand, and five as an average good crib. Not to weary the amateur with instructions, I may say, that as a rule, it is better to spoil your own hand than to give your adversary a chance of a good crib; but of course much must depend on the condition of your hand, the position of your pegs with regard to your chance of winning the game. I remember playing a game with the late Samuel Rogers (who, by the way, was as good a card-player as he was a poet), when we both stood at fifty-eight. It was my first play, and I held all small cards—two aces, a two, a three, and a seven. A nine turned up, so that I was nothing in hand. I threw out the two aces, because I knew that, as my opponent would play the last card, my only chance was in making play. I therefore played my two. He held high cards, and put a ten on it, when I played my three and made fifteen. I now only wanted one hole to go out.

Rogers played a nine, making twenty-four, when I was able to play my seven, and make thirty-one and the game. Had I held my aces with the seven, and either of the other cards I must have lost, because I could not have made a fifteen, being first player. *Voila tout.*

THE HIGH GAME—HOW TO PLAY IT.

In playing at Cribbage, regard must be had not only to the advantage to be gained by risking any fifteen or pair, but also to your own position and that of your adversary on the board. The whole art of the game depends on the skill of the player either in pushing forward or holding back.

Mr. Bohn, following Mr. Walker, and Mr. Walker following Mr. Hardie, and Mr. Hardie following Mr. Hoyle—who probably never played at Cribbage in his life, but indorsed the opinions of some earlier writer or player—has the following, which I adopt with a few necessary alterations:—

"To gain the end-hole, or point nearest to thirty-one, is, by professed players, justly esteemed a considerable advantage, and should be kept in view. By attaining the end-hole you not only score a point, but save a difference of two points by snatching it from your opponent: in playing for this there is much scope for judgment.

"Should you hold a three and a two, it is frequently the best play to lead off the three (or the two) on the chance of your adversary playing a tenth card (*of which never forget that there are sixteen*) making thirteen, when your two (or your three) drops in, making two points for the fifteen. The same principle applies to the leading from a four and an ace, and has this additional advantage, that should you thus succeed in forming fifteen, your opponent can form no sequence from your cards.

"Remember, that when your adversary leads a seven or eight, should you make a fifteen, you give him the chance of coming in with a six or a nine, and thus gaining three

holes against you; but this will sometimes tend to your advantage by allowing of your rejoinder with a fourth card in sequence. For instance, your opponent leads an eight, and you make fifteen by answering with a seven, he plays a six, making twenty-one, and scores three for the sequence, but having a nine, or ten, you play it, and score four or two after him. In all such cases, play to the state of your game; for what would be at one time correct, would be, at another, the worst possible play.

"To lead from a pair is generally safe play, good; because, should your opponent pair you, you form a pair-royal, making six holes; while the chance of his rejoining with a fourth is too small to be taken into consideration. It would rarely, though, be correct, to lead from a pair of fives, as he would make fifteen with a tenth card.

"When your adversary leads a card which you can pair, it is better to make fifteen, in preference to the pair, should you be able so to do; as you will naturally suspect he wishes you to pair him, in order to make a pair-royal himself. But here, as elsewhere, your chief guide is the relative state of the game.

"When you can possibly help it, consistently with your cards, do not, in play, make the number twenty-one; for your antagonist is then likely to come in with a tenth card and score two.

"Should you hold a nine and three, it is good play to lead the three; because, should it be paired, you form fifteen by playing the nine. The same applies to the holding of a four and a seven, in which case, should your four be paired, you make fifteen with the seven.

"The following style of play facilitates your obtaining the end-hole. Should you hold two low cards, and one high card, lead from the former; but should you hold one low card, and two high cards, lead from the latter. Like other general directions, all this is, however, subject to contingencies.

"Holding a ten and five, and two holes being at the moment an object of great importance, lead the tenth card,

in hopes of your adversary's making fifteen, when your can pair his five.

"Holding a seven and four, it is good play to lead the four; because, if paired, your seven comes in for fifteen: the same direction applies to your holding a six and three, and three and nine, or other cards similarly related.

"When compelled to lead from a sequence of three cards, play the lowest, or highest, in preference to the middle card. With a six, seven, and eight, the seven is, however, then the best card, as it enables you to bring in a sequence.

"In laying out for your own crib, suppose you hold a pair of fives, and no tenth card, discard them both. Bear in mind that of all the tenth cards, the knave is of the most importance; and that those cards which tell best in counting the hand, are not always the best for playing.

"If in play you throw down a four, making the number twenty-seven, your adversary has the chance of pairing your four, and of making at the same time, thirty-one. If you make twenty-eight with a three, you incur the same risk. These apparent trifles must be studied, and similar points on your part, if possible, avoided, while you should be constantly on the watch to grasp them for yourself, should your antagonist leave an opening.

"As the dealer plays last, his chances are greater than those of the leader, for making the end-hole, or other desirable points in play. The dealer has also in his favour the chance of gaining the two points by lifting a knave, or jack, and making 'two for his heels.'"

The phrase "playing off" is used by Cribbage players to denote the playing of cards wide apart, in contradiction to its reverse, "playing on." Thus, should your adversary lead a five, and you follow with a six, seven, four, or three, you "play on," because you allow him the chance of making a sequence; while, by playing a high card, you only leave him the chance of making a fifteen with a small one—that is, you "play off." Half the battle depends on whether you play "off" or "on;" but all must depend

on your own judgment. Sometimes you play on with a view to your own longer sequence. As for instance, he plays a seven, and you hold a five, four, and three. You play the five in reply to his seven, which allows him to play a six, if he has one, and then you are able to come in with your four, and, perhaps, win the three to follow. A dozen such cases will occur in the course of an evening's play.

CHANCES OF THE GAME.

The average number held in hand is five; with two points to be gained in play by the dealer, and one by the non-dealer. The probable crib is reckoned at five, so that throughout the game the average of each hand is rather less than six— or in other words, each player at five-card Cribbage may reckon at least on sixteen points in two deals. Thus it would appear that the dealer has the advantage; and, in consequence, the non-dealer is allowed three holes. According to this calculation it will always be easy for the player to know whether he is "at home" or not. Of course he plays accordingly, either attempting a *coup de main*, or playing back, so as to baulk his opponent, just as it may suit his hand.

EVEN BETTING.

The following are the points of the game at which each player is supposed to have an equal advantage:—

Throughout the game, till within twenty of the end if the non-dealer be three a-head.
The dealer wanting eleven, the other seven.
The dealer wanting fourteen, the other nine.
And also when at fifty-nine holes each player.

ODDS IN FAVOUR OF THE DEALER.

The following may be safely followed as about the proper state of the betting:—

Each player being	5 holes going up is	6 to 4
„	at 10 ditto	12 to 11
„	15 ditto	7 to 4
„	20 ditto	6 to 4
„	25 ditto	11 to 10
„	30 ditto	9 to 5
„	35 ditto	7 to 6
„	40 ditto	10 to 9
„	45 ditto	12 to 8
„	50 ditto	5 to 2
„	55 ditto	21 to 20
„	60 ditto	2 to 1
When the dealer wants three, and his adversary four		5 to 4
In all situations of the game, till within fifteen of the end, when the dealer is five points a-head		3 to 1
But when within fifteen of the end		8 to 1
If the dealer want six, and the adversary eleven		10 to 1
If the dealer be ten a-head, it is		4 to 1
And near the end of the game		12 to 1
If the dealer want sixteen, and his opponent eleven		21 to 20

THE ODDS AGAINST THE DEALER.

When both players are 56	7 to 5
„ 57	7 to 4
„ 58	3 to 2
When the dealer wants twenty, and his opponent seventeen	5 to 4
When the dealer is five points behind previous to turning the top of the board	6 to 5
When he is thirty-one and the other thirty-six	6 to 4
When he is thirty-six and the other forty-one	7 to 4

RECAPITULATION.

The deal being settled as at Whist, the non-dealer cuts, and five cards are dealt one at a time, two cards are laid out for crib, the non-dealer discarding first. After the crib is laid out, the non-dealer lifts the cards, and the dealer faces the top card of the remainder of the pack for turn-up, and if it happen to be a jack (or knave) he marks two for his heels; the non-dealer then plays a

card, which the other endeavours to pair or fifteen, as the case may be; the non-dealer then plays a second card, and endeavours to make a pair, sequence, pair-royal, or a fifteen, when the dealer plays a second card, and so on alternately, until the pips on the cards (the court cards always reckoning as ten each in play) amount to thirty-one, or the nearest point below that number. If the player whose turn it is to play has not a card that will not make thirty-one, or come within that number, he says "Go" to his opponent, who thereupon marks one hole on the board; but if the latter has a card or cards that will make thirty-one, or any number less, he must play it or them. If he makes thirty-one exactly he scores two points, if a less number he marks one point only. The other cards, if any remain, are not played; but the hand is gathered up to be counted for the score. Each player keeps his cards before him, and does not throw them in the middle of the table, as at Whist.

"The number that each successive card makes"—I am now quoting Mr. Hardie, whose directions are extremely concise—"should be mentioned by the player as he lays it down: thus, if A plays a knave, he says *ten;* B plays a five, *fifteen*, for which he takes two points; A another five, *twenty*, taking two points for the pair of fives; B plays a four, *twenty-four;* A a six, *thirty*, and takes three points for the sequence of four, five, and six; if B can play an ace, he says *thirty-one*, and takes two points; if not, he says *go*, and A scores one point for the *go*, or if he has an ace, two points for *thirty-one*. Close cards should be retained in hand, as they may enable you to acquire four points when last player. Thus (at six-card Cribbage), if you hold a seven and eight, and your opponent has but one card, it is five-and-a-half to one that such card is either a six or a nine, in which case you reckon three for the sequence, and one for last card.

"When the cards are played out, the non-dealer proceeds to count and take for his hand, reckoning the cards in every possible way they can be varied, and always

including the turned-up card. For every fifteen, as queen and five, nine and six, eight, three, and four, &c., two points; pair, two points; pair-royal, six; double pair-royal, twelve; sequence or flush, or both, according to the number; knave of the same suit as the turn-up, one point. The dealer then proceeds to reckon first his hand, and then his crib, in the same way, and each marks the number of points gained."

SIX-CARD CRIBBAGE.

This game differs only in the fact that six cards are dealt instead of five, and that, instead of packing the cards at the "go," the play continues until all the cards are played out, the holder of the last card being entitled to score *one*. The principle of the game is precisely the same as five-card Cribbage. The average hands and crib are proportionally larger than at Five-card Cribbage, which is considered the more scientific game. On the peculiarities of this game I quote Mr. Walker, with a few slight alterations:—

"The dealer gives six cards to himself and his adversary, beginning with the latter. Each player lays out two of these for crib, retaining four in his hand. The deal and the "start" card is the same as at the five-card game, in like manner the pairs, sequences, fifteens, &c., operate, and the game point is sixty-one. The non-dealer, however, is not allowed any points at the beginning. The main difference between the games, is, that in the game already described, the object is to get thirty-one, and then abandon the remaining cards; at the six-card game, the whole are played out. There are more points made in the play, while at five cards, the game is often decided by the loss or gain of one point. At Six-card Cribbage, *the last card played scores a point.* This done, the hands and crib are scored as at the five-card game; then another deal is played, and the victory is gained by the party who first gets sixty-one.

"As all the cards must be played out, should one party have exhausted his hand, and his adversary have yet two cards, the latter are to be played, and should they yield any advantage, it must be taken. For instance, C has played out his four cards, and D having two left (an eight and

seven), calls fifteen as he throws them down, and marks three points; two for the fifteen, and one for the last card. Again, should D's two cards have been a pair (threes, for instance), he marks two for the pair, and a third point for the last card. Speculating on this and other probabilities, you will always endeavour when you are last player to retain as close cards as possible, for this will frequently enable you to make three or four points, by playing your last two cards, when you would otherwise make but a single point.

"As you are on a parity at starting, being both at home, you will play with moderate caution your first hand; making fair risks, but not running into too wide speculations. On taking up your second hand, you will adapt your play to the relative scores on the board, as you have been told in relation to the other variety of the game, and will play "on" or "off," according to the dictates of policy. The same rule will govern your conduct during the remainder of the game; and should your adversary have gained the preference, or should you be more than home, both cases must be taken into consideration in playing your hand. If your cards present a flattering prospect, and you are by no means home, it is your duty to make a push, in order to regain the lead by running; whereas, should your adversary be better planted than you, and should you take up bad cards, it will be the best play to keep off, and only endeavour to stop your antagonist as much as possible, and thereby have a probable chance of winning the game, through his not being able to make good his points.

"As so many points are to be gained in play, by the formation of long sequences, you will frequently find it advantageous, having eligible cards for the purpose in view, to lead, or play, so as to tempt your adversary to form a short sequence, in order that you may come in for a longer. And this opportunity is particularly to be sought for, when a few holes are essential to your game, though gained at any risk. If you hold, as a leader, a one, two,

three, and four, the best card to lead is the four, since, if paired, you answer with the ace, and your adversary's second card may not form a fifteen."

It is usual to play twice round the board at Six-card Cribbage.

THREE-HANDED CRIBBAGE.

This game differs from the others only in the fact that each player plays for himself. Five cards are dealt to each player, who takes the deal in turn. Each player throws out a card for the crib, and a sixteenth is taken from the pack to complete the four. A triangular board is usually employed, and each player keeps his own score. The laws regulating the game are the same as for Five-card Cribbage, and the same calculations may be used, except that the hands and crib are relatively larger. Sometimes the game is played as in Five-card Cribbage, one player standing out in each deal, which passes in rotation.

FOUR-HANDED CRIBBAGE.

This game is played by four persons in partnership. In principle it is exactly the same as the five-card game, and in practice it only varies in the larger scores attainable. At the commencement of the sitting the division of the players is decided by cutting; and five cards are dealt to each player, who discards one for the crib. The laws of the game are the same as in Five-card Cribbage. One of the partners on each side keeps the score, and partners are allowed to count for each other, and remark on any irregularity in the score, &c.

"As there is but one card to be laid out from the five received by each player"—I now quote Mr. Bohn's version of Walker—"there is seldom much difficulty in making up your choice. Fives are the best cards to give your own cribs, and you will never, therefore, give them to your antagonists. Low cards are generally best for the crib, and kings or aces the worst. Aces sometimes tell to great advantage in the play at this game. When your partner has to deal, the crib being equally your own, as if you had it in your proper possession, must be favoured in the same way. Before discarding, always consider with whom the deal stands.

"When all have laid out for the crib, the pack is cut for the start-card. This cut is made by your left-hand adversary lifting the pack, when you, as dealer, take off the top card, as at Five-card Cribbage. Observe that it is the left-hand adversary who cuts this time, whereas, in cutting the cards to you at the commencement of the deal, it is your right-hand adversary who performs the operation.

"Having thus cut the turn-up card, the player on the left-hand of the dealer leads off first, the player to his left following, and so on round the table, till the whole of

the sixteen cards are played out according to the laws. Fifteens, sequences, pairs, &c., reckon in the usual way for those who obtain them. Should either player be unable to come in under thirty-one, he declares it to be "a go," and the right of play devolves on his left-hand neighbour. No small cards must be kept up, which would come in, under a penalty of two holes. Thus, should A play an ace, making the number twenty-eight, and should each of the other three pass it without playing, not having cards low enough to come in,—on its coming round to A, he must play if he can under thirty-one, whether he gain any additional points by so doing, or not. Example:—

"B plays an ace and makes thirty. Neither of the other three can come in, and on the turn to play coming round again to B, he plays another ace, and marks four points; two for the pair of aces, and two for the thirty-one.

"Many similar examples might be adduced, and there frequently arise difficult and complicated cases of sequences made this way out of low cards. Indeed, the playing out of the hand requires constant watchfulness on all sides. So many points are made by play in Four-handed Cribbage, that it is essential to play as much as possible to the points or stages."

In Four-handed Cribbage it is usual to play rubbers, and cut for partners in each rub, the two highest and two lowest being partners. Ace is lowest, and, as in Two-handed Cribbage, all tenth cards are ties.

"When the hand is played out, the different amounts are pegged, the crib being taken last. He who led off must score first, and so on round to the dealer. Each calls the number to which he considers himself entitled, and watches to see that they are scored properly; while at the same time he does not fail to scan his adversaries' cards with an observant eye, to see that, *through mistake*, they do not take more than their due.

"The number of points to be expected, on an average, from each hand, is seven, and from the crib about five.

From the play, it is computed that each of the four players should make five points every time. Reasoning on these data, the non-dealers are 'at home,' at the close of the first round should they have obtained nineteen or twenty points, and the dealers are at home at the end of the first round should they have acquired twenty-three or twenty-four. At the finish of the second round, with their average number, each set of players would be forty-two to forty-three. At the close of the third round, the non-dealers should be just out, or else the dealers will win. You must not, however, suppose there is any advantage to be gained from not having originally the deal; the chances are so various that the parties start fully equal; no matter whether with, or without the deal. From the above calculation, the game, going only once round the board, should be over in three rounds, both parties having a crib inclusive. Those who have not the first deal, have the original chance of winning, *if they can keep it*, by holding average cards throughout the game. Should they fail in making this good, the dealers (those who dealt originally are here signified), will generally sweep all, having their second crib, and first show afterwards. It is quite as likely that the non-dealers will fail in holding 'their own,' as not. The non-dealers should observe moderate caution in the first hand."

I have now said nearly all that need be said about Cribbage. It is a good game for either two, three, or four players. It has been said that good Cribbage is a better game than bad Whist, than which I can conceive nothing more dreary.

BEZIQUE.

For a jolly round game you've not far to seek;
Take two prepared packs—
Goodall's are the best—
With four knowing Jacks,
And deal out the rest
According to rule—and you'll then have Bezique.

TOM HOOD (?)

THIS game, introduced a few years ago, suddenly became very fashionable, and for a while carried all before it. Lately, however, it has been much neglected, only again, perhaps, to be patronised. It is a good game for two, three, or four players.

It is played with two packs of cards, from which the twos, threes, fours, fives, and sixes have been discarded —in all, therefore, 64 cards, of which there are two of each sort. Or the game may be played with four or six prepared packs—nine cards being dealt to each player.

MODE OF PLAY.

The cards are shuffled, both packs together, and the players cut for deal. The lowest card cut wins the deal. In play the cards are reckoned in the following order :—Ace, ten, king, queen, nine, eight, seven. The deal being determined, eight cards are given alternately to each player, as in Cribbage, and the seventeenth card is turned up for trumps. The non-dealer plays first by leading with any card in his hand, to which the other replies. If he win or trump it, he has to lead; in every case the winner of the trick having the next lead. Before playing, however, each player draws a card from the

pack—the winner of the last trick drawing the top card, the other player taking the rest; by which means the cards in each hand are restored to their original number —eight. By this process of alternate drawing and playing a card the stock is at length exhausted. In playing, the highest card of the same suit wins the trick. In the case of ties, the leader wins. Trumps win other suits. The tricks are left face upward on the table till the end of the lead; they are of no value but for the aces and tens they contain. The objects of the play are to win aces and tens, and promote in the hand various combinations of cards which, when "declared," score a certain number of points.

Declaring.—A declaration can be made only immediately after winning a trick, and before drawing a card from the pack. It is done by placing the declared cards face upward on the table. Players are not obliged to declare unless they like. A card cannot be played to a trick and declared at the same time. Only one combination can be declared to one trick. In declaring fresh combinations, one or more cards of the fresh combination must proceed from the part of the hand held up. The same card can be declared more than once, provided the combination in which it afterwards appears is of a different class. The player scoring the last trick can, at the same time, declare anything in his hand, after which all declarations cease.

Variations in the Game.—It may be played by three or by four persons. If by three, they all play against each other, and three packs of cards are used.

Number of Packs.—If four play, four packs are used, shuffled together; but this is considered as being a very complicated game.

Diminished Scores.— Some players consider the double bézique and sequence scores as too high, and therefore make the score for the former 300, and for the latter 200.

The Last Trick.—This is understood sometimes to mean the thirty-second trick, or last of all. This, however, is supposed to be an error arising from incorrect nomenclature.

Aces and Tens.—These are sometimes not scored till the end of the hand.

Scoring.—The score may be kept with a bézique-board and pegs, or by a numbered dial and hand, or by means of counters—which last method is the best.

Hints to Learners.—The following hints may be of use in solving one of the chief difficulties—that of deciding what cards to retain and what to throw away:—1. It is no advantage to get the lead unless you have something to declare. 2. The cards that can, without loss, be parted with, are sevens, eights, and nines. 3. After these, the least injurious cards to part with are knaves. 4. In difficulties it is better to lead a ten or an ace as a rule, than a king or queen; but to the rule there are several exceptions. 5. It is seldom advisable to go for four aces unless you happen to hold three, and are in no difficulty. 6. If driven to lead an ace or a ten, and your adversary does not take the trick, it is often good play to lead another next time. 7. Do not part with small trumps if it can be helped. 8. Do not part with trump sequence cards. 9. Until near the end do not part with bézique cards, even after declaring bézique. 10. Having a choice between playing a possible scoring card or a small trump, or a card you have declared, play the decl red card so as not to expose your hand. 11. Avoid showing your adversary by what you declare, so that he shall not be able to make the trump sequence or double bézique. 12. Whenever your adversary leads a card of a suit of which you hold the ten, take the tric with the ten. 13. Win the last trick if possible. 14. In playing the last eight tricks your object should be to save your aces or tens, and win those of your adversary.

THE SCORE.

Bézique—queen of spades and knave of diamonds			40
Double Bezique—two queens of spades, and two knaves of diamonds			500
Sequence—ace, ten, king, queen, and knave of trumps			250
Four aces	100	Four queens	60
Four kings	80	Four knaves	40
Royal Marriage—king and queen of trumps.			40
Common Marriage—king and queen of any suit not trumps			20
Turning up the seven of trumps			10
Playing the seven of trumps—except in last eight tricks			10
Exchanging the seven of trumps for the trump card			10
The last trick			10
Each ace and ten in the trick—at end of each deal			10

Forfeits.

For drawing out of turn	10
For playing out of turn	10
For playing without drawing	10
For overdrawing	100
For a revoke in the last eight tricks.	All the eight tricks.

TREBLE BEZIQUE.

An extra pack of cards is needed for each other player; so that, in the case of three, the trump card is the twenty-fifth, and four the thirty-third.

The game is always played from left to right, the first player on the left of the dealer commencing.

Three-handed Bézique is sometimes played with two packs of cards, suppressing an eight, thus rendering them divisible by three.

FOUR-HANDED BEZIQUE.

Four-handed Bézique may be played by partners chosen by cutting. Partners sit opposite each other, one collecting the tricks of both, and the other keeping the score, or each may keep his own score.

A player may make a declaration immediately after his partner has taken a trick. He may inquire of his partner if he has anything to declare, before drawing.

Declarations must be made by each player separately, as in Two-handed Bézique.

There are other modes of playing Bézique, the rules for which are sold with the cards. If I am asked whose are the very best cards made, I answer, unhesitatingly, Messrs. Goodall and Son's. I have played with cards by all makers, but I have found that Goodall's last longer, keep cleaner, are less liable to split, and are altogether superior. Some great improvements have also been made in their packs of late—as, for instance, keeping the pips in the court cards all on one side of the figures, and generally in making the pips the same size.

TECHNICAL TERMS.

The *Declarations*—the exhibiting the combination of cards—are thus made :—

Bezique, or queen of spades and knave of diamonds counts 40.

When the trump is either spades or diamonds, Bézique may be queen of clubs and knave of hearts.

Bézique having been declared, may be again used to form Double Bézique.

DOUBLE BEZIQUE

Is two queens of spades and two knaves of diamonds, and counts 500. All four cards must be shown face upwards on the table together.

BRISQUES.

The aces and tens in tricks taken count 10 each.

Sequence is ace, ten, king, queen, and knave of trumps.

Royal Carriage, the king and queen of trumps.

Common Carriage, the king and queen of any suit except trumps.

Four aces, the aces of any suit or suits.

Four kings, the kings of any suit or suits.

Four queens, the queens of any suit or suits.

Four knaves, the knaves of any suit or suits.

The cards forming the Declarations are placed on the table to show that they are properly scored, and the cards may thence be played into tricks as if in your hand.

Kings and queens once married cannot be married again, but can be used, while they remain on the table, to make up four kings, four queens, or a sequence.

The king and queen used in a sequence cannot afterwards be declared as a royal marriage.

If four knaves have been declared, the knave of diamonds may be used again for a bézique, or to complete a sequence.

If four aces have been declared, the ace of trumps may be again used to perfect a sequence.

If the queen of spades has been married, she may be again used to form a bézique, and *vice versa*, and again for four queens.

Exchanging or playing the seven of trumps counts 10; the last trick counts 10.

TALON.

The cards remaining after distributing eight to each player.

DECLARATION.

Showing and scoring any combinations named above as shown under the heading of the score.

EUCHRE.

Which we had a small game,
And, Ah Sin took a hand:
It was Euchre. The same
He did not understand.
But he smiled as he sat at the table,
With a smile that was child-like and bland.
BRET HARTE'S *Heathen Chinee.*

EUCHRE is the national game of America. It is played by two, three, or four players, with a pack of cards from which the twos, threes, fours, fives and sixes have been discarded, as in Ecarté. The cards take rank as in Whist, with this exception: The knave of trumps—the Right Bower—and the other knave of the same colour—the Left Bower—take precedence over the rest of the trumps. Thus when hearts are trumps, the cards rank thus:—

Knave of Hearts.

Knave of Diamonds.

Ace, king, queen, ten, nine, eight, and seven of hearts.

When diamonds are trumps, the knave is the Right Bower, and the knave of hearts the Left Bower.

In like manner, if clubs are trumps, the knave is Right Bower, and the knave of spades Left Bower; if spades are trumps the order is reversed; the rest of the trump cards taking rank as already shown—from ace to seven.

The game, which is very simple, admits of the exercises of much skill and watchfulness, as Bill Nye and

his friend soon discovered when they played with that heathen Chinee. It is governed by the following

RULES.

1. The players cut for deal, the higher cut winning.

2. The cards are dealt: two to the first player, two to the dealer, then three to the first player and three to the dealer, or three to each first and then two.

3. The eleventh card is turned up and is the trump.

4. Five points constitute game.

5. The player winning three or four tricks, counts one point; but if he should win all, two points.

6. The first player looks at his hand, and if he considers it strong enough to score (that is, to win at least three tricks), he can say, "I order it up"—meaning that the dealer is to put out one of his cards and take the trump card into his hand in its stead.

7. If, on the other hand, he does not feel strong enough, and desires a change of trumps, says, "I pass."

8. In the case of the first player, "ordering it up," the game begins. He plays a card and the dealer is compelled to follow suit, if he can; if not, he may play a smaller card, or trump.

9. The winner of the trick then leads, and so on till all the ten cards are played.

10. If a player order the cards up and fail to make three tricks, he is *euchred*—and his opponent counts two points.

11. If the player, not being strong enough, "passes," the dealer can then say, "I'll play," and take the trump card into his hand; but, as in the last case, if he fail to score, he is *euchred*.

12. If they both "pass," the first player has the privilege of altering the trump, and the dealer is compelled to play; if, however, the former fail to score, he is *euchred*.

13. If he "pass" for the second time, the dealer can alter it with the same penalty if he do not score.

14. If both "pass" for the second time, the first player deals, and so on till the game is concluded.

15. When trumps are led, if you have no other than the Left Bower, you must play it, when it counts the same as a trump.

16. The score is marked by a two and three spot card, each player marking his own score, as in Ecarté.

THREE-HANDED EUCHRE.

In this game fifteen cards are dealt, in the same manner as in two-handed, the elder hand leading.

The rules are the same as in the last game, the tactics in some cases being different.

If one player has scored four points, and the other two a point each, it is allowable for them to help each other, so as to prevent the other winning.

FOUR-HANDED EUCHRE.

Partners two and two play in this game.

Players can "order the card up" in the first round, but are *euchred* when they fail to score.

The tricks taken by both partners count towards for points.

If all "pass" the first round, the elder hand can alter the trump; should he decline, the second, and so on.

If a player is very strong, when it comes to his turn, he can say, "I can play alone." His partner then throws down his hand, and he then plays against the other two. If he obtain all the tricks he counts three; if three or four, only one; if only two tricks he is *euchred*.

The rest of the rules are the same as in Two-handed Euchre.

But the hands that were played
By that heathen Chinee,
And the tricks that he made,
Were quite frightful to see;
Till at last he put down a right bower
Which the same Nye had dealt unto me.

Then I looked up at Nye,
And he gazed upon me;
And he rose with a sigh,
And said, "Can such things be?
We are ruined by cheap Chinese labour;"
And he went for that heathen Chinee.

In the game that ensued
I did not take a hand;
But the cards they were strewed
Like the leaves on the strand,
With the cards that Ah Sin had been hiding
In the game he did not understand.

DROLE.

This new game is played with two packs of cards, from which all up to the seven are discarded. It is played by two persons thus :—After deciding the deal by cutting, the dealer gives five cards to each, and puts the rest of the pack aside. The value of the cards is: King, queen, knave, ace, ten, nine, eight, seven, as in Ecarté ; but there are no trumps. The eldest hand plays, a card on any division of the board, which is divided into sections. A card played in its own suit can be won only by a superior card of that suit If played on a suit that is not its own, it can be won by a superior card of either of the other suits ; but a card placed on the line dividing two suits, neither being its own, can be won by a superior card of its own suit, or of either of the two played upon ; and a card played over the place where four suits join—that is, on all four suits—can be won by a superior card of any of them. The tricks count according to the number of suits played on. Each player plays to the card led, and must follow suit or win the trick.

The king of hearts, led or played, wins every other card in that suit, except the queen of hearts, queen of spades, knave of diamonds, and the four aces—severally known as Emperor, Empress, Beautiful Nell, Jack Droll, and the Four Beggars. When two persons play, twenty-three is game ; if more than two, seventeen. Jack Drole has the power of robbing in any suit—*i.e.*, sending back the player who wins the trick as many points as he would have scored. The player of drole cannot win the trick ; he merely sends back the winner, but

he takes the next lead. If Jack Drole is led to a trick he has only the same power as an ordinary knave, and may win or be won.

The Four Beggars (*the Aces*).—When a trick containing an ace scores more than two, the player of the ace *begs*—namely, gets part of the score from the winner. In a trick scoring three or four the ace gets one, and the winner the remainder. In a six or eight-trick the ace gets two, the winner the remainder. If a trick is robbed the ace goes back in the same proportion, and the winner goes back the remainder. When two aces are in a trick the second ace gets nothing. There is no begging in a trick which is won by an ace; in a trick which wins the game; nor in a trick to which Nell is played. An ace may be played to any suit.

Laws of Drole.—1. The lowest card deals. 2. The player to the dealer's right cuts. 3. If the dealer gives any player more or less than five cards, and the player declares it, there must be a fresh deal, and the dealer goes back four points. 4. If the dealer deals himself less than five cards, he may complete his hand from the stock before playing to the first trick, and is then not liable to any penalty. 5. If a player has more or less than five cards dealt him, and fails to declare it before the first trick, he goes back four points, and can score nothing that hand. 6. If a card is exposed in dealing there must be a fresh deal. 7. If there is a card faced in the pack, there must be a fresh deal. 8. If a player deals out of his turn, the error may be rectified before the deal is complete.

ÉCARTÉ.

"Surely, Monsieur, it is not hard,
In love, or play, to say 'Discard?'"

"My dear Madame, you would not, surely,
Discard the man who loves you purely?"

OLD FRENCH PLAY.

ACCORDING to the general notion, Ecarté is a game played, and to be played, only by professed gamesters. It is unfortunately true, that many a young man has been ruined by a too devoted attention to the game; true also that, for want of a sufficient knowledge, many a "Verdant Green" has been a victim to Messrs. Sharp and Bitem; and equally true, that Ecarté is pretty generally eschewed in private circles; but nevertheless and notwithstanding, it is a good game, an amusing game, and, what is better than all, a scientific game. *A propos* of the unfair side of the game, here is a little anecdote:—A certain young nobleman, whom we will call Lord Rathersopht, was in the habit of playing Ecarté with Count Anyname, at a west-end club of rather questionable character, and invariably lost. He was a good average player, and was therefore often puzzled to account for his opponent's continued success. Telling me of the matter, I suggested the only probable solution of the puzzle, namely, that the Count was either very lucky or a cheat. We agreed to meet at the club and watch the play—my lord playing and I looking on. Well, the next night I met Rathersopht, and after a while the Count made his appearance. The play began, and for a long time I was unable to detect anything like unfair proceedings on the part of my

friend's antagonist. Game after game he won, and, strange to say, always happened to either hold or turn up the king at the right moment. I was puzzled. New packs of cards were called for, and the best, in their regular wrappers, were brought in. At last I fancied I saw a wrong shuffle on the part of the Count, and intimated, by the merest glance, my suspicions to his lordship. In an instant, Rathersopht, taking a pen-knife from his waistcoat pocket, coolly opened it, and dug the blade fiercely through the Count's white hand, as it lay on the table. The foreigner shrieked with pain, as his lordship politely drawled—"If you haven't the king under your palm, I beg your pardon!" Simultaneously with the shriek, the Count's fingers stretched and writhed; and there, transfixed to the table by the knife-blade, lay his majesty of hearts. It it needless to say that the Count was ignominiously kicked out of the room, as soon as he had been compelled to refund the money he robbed from my friend.

But to our chapter. Presuming that some, at least, of my readers are altogether unacquainted with the game, I must fain begin at the beginning. Of the writers who have published any account of the game, there are few who have done much to popularize it. Major A., at the end of his "short whist," has a few rules which may be useful enough to players who already understand Ecarté, but to none else. In "Bohn's Handbook of Games," Mr. Carleton reprints a long and rather tiresome treatise, in which, despite its desultory character, there is one good thing, which is this:—"Said a worldly Parisian to his son, whom he discovered lamenting over an empty purse, 'My son, until you have four eyes in your head, risk not your gold at Ecarté.'" The author has but one better counsel to offer—Play not at all! While we give credit to the author for his *bon mot*, we cannot, however, see its special applicability to an elaborate code

of instructions on the very game he advises us not to play. *N'importe.* Hoyle never wrote on the game at all, though most of his editors include Ecarté in the list of games that go by his name. Indeed, the modern edition of Hoyle, published by Messrs. Longman, is at least thirty years old, though it bears the date of 1874 on its title-page. And as to other books on this really good and amusing game, they are too incorrect to be taken for authorities. To be sure, Robert Hardie has a very fair treatise in his edition of Hoyle, but then the book has, I believe, long since gone out of print. Under these circumstances, and because I believe that my selection of card games would be incomplete without it, I now attempt a chapter on Ecarté.

Paris is the birthplace of Ecarté (or Discard), and for many years it has been considered the fashionable game in the higher circles there. It is simple in its nature, and easily learned; but then it admits of much calculation and circumspection. To be a good player at Ecarté is, with many a fine French gentleman, a really liberal education; for, by means of his special knowledge, he can make a fair living. Let us see, then, what are

THE PRINCIPLES OF THE GAME.

1. Ecarté is played by two persons, with a pack of cards, from which the two, three, four, five, and six of each suit are discarded.

[It is usual among players to have two packs, one with coloured backs, and to play with each pack alternately; this is, however, a mere matter of taste, and not essential to the game.]

2. The cards take rank as follows:—King, queen, knave, ace, ten, nine, eight, seven.

3. The elder hand deals five cards to each player by two and three at a time, and the eleventh card is turned up on the pack, and is the trump.

4. The non-dealer may then claim to change any or all of his cards, if he is not satisfied with his hand. He says, "I throw out," or "I propose," when the dealer accepts or refuses as he thinks fit. If he accept, he gives his adversary as many cards as he may require, and changes as many of his own as he wishes. If he refuses, the game proceeds with the cards as dealt.

[It is usual in Ecarté to use the French phrases common to the game. Thus, instead of "I discard," or "I propose," the player commonly says "J'écarte," or "Je propose."]

5. If the dealer refuse to exchange, when his adversary proposes, the latter, if he make three tricks, scores two points; and if he make five tricks, he scores four points.

[In some companies the player who plays without exchanging, or who refuses to exchange when challenged, loses two points if he fail to make three tricks.]

6. The non-dealer plays a card, to which his adversary must reply by a card of the same suit, if he have one. If he cannot follow suit, he must trump. In all cases, the second player must head the trick if he can.

[In France it is usual to change cards more than once, or indeed as long as the non-dealer chooses to propose, till the pack is exhausted. In this country, however, a single discard is only allowed.]

7. The game consists of five points, thus obtained:—The highest card of the suit led wins the trick. *Three* tricks reckon *one* point towards the game; the whole *five* tricks *two* points; a king of trumps *one* point.

8. Trump cards are superior to those of any other suit, and take rank in the same order as the rest—the ace being the lowest of the court cards.

9. After winning a trick the player leads from his strongest suit, whether trumps or not. [In some com-

panies it is usual to play trump after trick.] If he revoke, he may be obliged to retake his cards and play them over again in the right way.

[In some companies, a revoke is punishable with the loss of one point.]

10. Whoever holds the king of trumps, either as the turn-up card, or in his hand, marks one point towards the game. Holding the king, he exclaims, "I mark king," and marks it; but he must do this before a trick is turned, or he cannot claim the point.

[Thus a game may be completed in one deal. The non-dealer holds the king of trumps, and marks it; he proposes, and the dealer refuses to accept. The hand is played out, and the non-dealer makes the whole five tricks. He then scores double the two for the tricks, which, with the king, make five.]

11. Ecarté is played either in games or rubbers. A rubber consists, as in whist, of two games won out of three.

12. The deal is decided by cutting; the holder of the highest card deals; if the hands are dealt, the game must go on, even if the pack be found to be incomplete.

In these twelve paragraphs, and the bracketed notes, is contained the whole philosophy and mystery of Ecarté. But the reader must by no means suppose that when he has learned these rules he has qualified himself to play a good game. On the contrary, there are many minor points to be attended to before any gentleman or lady can be said to be a tolerable player. As it is common to adopt French phraseology in this game, I will at once give

A LIST OF THE TERMS USED IN ECARTE

Abattre—To lower the cards and show them.

**Atout*—Trump.

Avoir le main—The act of dealing.

Battre—To shuffle the cards before dealing.
Carte Doublée } Two cards of the same suit.
Carte Gardée }
**Couper*—To cut.
Defausser—To refuse a suit.
**Donner*—To deal.
**Ecart*—The cards thrown aside.
Etre à la devine—To be embarrassed which suit to keep.
Foire—The same as "*donner*," to deal.
Faire un main—To make a trick.
**Forcer*—To play a superior card or an inferior.
La Belle—The highest card of any suit.
**La Vole*—To make all the tricks.
**Le Point*—One score of the five which compose the game.
Levée—One trick made whilst playing.
**Proposer*—Asking fresh hands, or part of fresh hands.
Refaire—To recommence distributing the cards.
Renoncer—Not to answer to the suit.
**Retourner*—When the cards are dealt, to turn up the first of the *Talon*.
Sous-forcer—To play a card inferior to what remains of some suit in hand.
Talon—What remains of the pack after there has been distributed to each player what he requires.

The terms with an asterisk (*) are those in most common use in this country.

Now for the practice. And here I borrow the cream of Mr. Carleton's instructions—or rather the maxims of the writer's authority—since nothing better or more concise has or can be said on the subject.

GENERAL RULES FOR PLAYING ECARTE.

It is always good play to propose, even if you hold the king and two trumps, because, if the dealer refuse to accept, you score two points for three tricks. It is

even advisable to propose, although you may only wish to change a single card, in order to hazard the dealer's refusal, or to make the *vole* of the proposal be accepted.

When a player expects to make the *vole*, and has not trumps sufficiently strong to begin by playing them, he must be careful to keep changing his suit, in order not to be roughed, and to be able to make a trump, whatever it may be, at the fourth card after having secured the point.

When a player has made two tricks, and remains with the queen of trumps and two small ones, knowing the king to be in the adversary's hand, he ought to lead with one of the small trumps, and wait with the queen guarded. Nothing could prevent his making the odd trick even against king third.

When there is a fear lest the adversary should make the *vole*, and the player has but one trump and four weak cards, without any hope of making the point, he must play his strongest single card, in order to get a chance of employing his trump in case the suit of his single card should be led up to him.

When the game is three against four, and the player who is at four makes his adversary play, or plays himself without changing, the one who is at three, if he have the king, would do well *not to announce it*, in order to draw his antagonist into the error of leading trump to *pass* his good cards, and be taken by the king which he did not expect; thus losing the point which he would perhaps have won, had he known that the king was in the adversary's hand: in this case it is the less consequence for the player who is at three to announce his king and mark it, inasmuch as he gains two points—that is, the game, if he make three tricks, his adversary having played, or forced him to play, without changing.

To *pass* a card, means to lead it and make a trick

with it, without its being taken by a higher of the same suit or roughed.

Hands that may be played without changing are termed "*Jeux de Règles.*" The following are a few of those which cannot fail to make three tricks, except the adversary holds two trumps:—

1. A has one trump, no matter how small; a tierce major and a small card of either remaining suit; the odds are more than 2 to 1 that he wins the point.

[Begin with the king of the tierce, and continue the suit, if not roughed, until you are roughed; if it happens at the second card, your trump will bring you back to your suit, and enable you to make the third trick.]

2. Two trumps—a queen second, and a small card. This hand ought to be risked, although the odds are scarcely 2 to 1.

[If the trumps are small, begin by playing the single card, being certain, if it is taken, the adversary will not return the suit, and that he will prefer playing a king if he has one; should it be of that suit of which you hold queen second, you make her, later, with the two trumps, supposing he has not superior ones. But if one of the two trumps be strong—for instance, the queen or the knave—you must then begin with the queen guarded; because you hope, if she is roughed, to regain the lead with one of your trumps, and then make a trick with your knave or queen of trumps, in order to pass the second card of the queen which has been roughed.]

3. Two trumps; a knave and ace of another suit; and another knave.

[Begin with the knave guarded; if it passes, and the trumps are sequences, and pretty high, risk one; if that makes, play the other, and then

your ace, &c. Generally speaking, a player ought to commence with a card which is guarded, except when he fears the *vole*, or when he can only hope for the point *by being played up to.*]

4. All hands which require only two cards to be thrown out.

[In this class are found those "*Jeux de Règles*," where the odds are not 2 to 1 that they will win the point; and yet they are played, because in two cards a player has much less chance of taking in advantageously, than has his adversary in the five which he perhaps requires, amongst which he may find the king. If you play with two trumps and a king unguarded, begin with a low card, and *never with the king*, in order to avoid getting it roughed; but, on the contrary, to be enabled to regain the lead with one trump, play the other to protect the king, and then pass it. Holding three trumps, especially when sequences, it is almost always the game to lead trump, no matter how inferior they may be. There are so few hands which can be reckoned more advantageous to be led up to, than to lead, that we need not mention them; with such sort of hands never refuse to change *once*, and never accede to it a *second time*, if such a mode of play be agreed on.]

HANDS WHICH WIN OR LOSE THE POINT, ACCORDING AS THEY ARE PLAYED.

1. Suppose a club the trump. The dealer has ace of trumps, king and nine of diamonds; knave and nine of spades.

The player has queen of trumps, queen of spades, ace of hearts, eight and seven of diamonds.

The right game of the player is, to lead his eight of diamonds, as it is guarded by the seven; if the dealer take with the nine, he ought to lose the point, and if he take with the king, he ought to win it; because taking with the king, he intimates that he has no other diamond, and, as he is certain that the adversary led the strongest of his suit, he runs no risk in employing this *ruse;* then he plays his knave of spades, which is also his guarded card; the player takes with the queen, and then leads queen of trumps, in order to pass his seven of diamonds.

2. Suppose a heart the trump. The player has the king, ace, and ten of trumps, the king of diamonds, and the king of spades. The dealer has the queen, knave, and seven of trumps, the eight and seven of clubs.

The player would feel almost sure of making the *vole*, if to his king of trumps, with which he ought to open the game, he sees fall the queen; and yet this would cause him to lose the point, if the dealer is sufficiently adroit to throw her away, instead of the seven on the king; because the player would then continue leading trumps, by playing his ace, and the dealer take it with his knave, and then play his eight of clubs, which the player would rough with his ten of trumps, and play one of his kings—the dealer would rough this with his seven of trumps, and then pass his second club; the player, having no more trumps to rough with, loses the point; whereas, had the dealer thrown the seven instead of the queen of trumps, on the king, the player, fearful of meeting the queen and knave of trumps accompanied by clubs, would not have continued leading trumps, but played one of his kings, and would necessarily have won the point.

CALCULATIONS FOR BETTING ODDS.

Add together the odds for and against, divide the given sum; or (say) £1 into as many parts as there

are odds, and give to each player as many shares as he has chances.

ADMITTED RULES FOR BETTING ON ECARTE.

1. It is allowed to bet on either player, and the bettors have the right of advising; but their advice, and what they say, is counted for nothing by the adversary, so long as the player has not spoken. Thus: if a bettor calls "the king," and the player has not announced it before playing his card, he no longer has the right to score it, save in the case already cited in the chapter on "Dealing."

2. The players have the privilege of taking all bets on the opposite side, in preference to the company looking on.

3. It is forbidden to look over the hand of the party betted against.

4. The bettors have no right to speak about the hand of their "partner" (or player whom they back); and when they advise, they ought to *point* at the card to be played or kept, but they ought neither to *name* the card nor its suit.

5. Bets can be made on the rubber, the game, and the point; also when either or both players are at the two, three, or four first points; on the king and the queen of trumps; or on the suit of the trump.

6. The company have a right to give notice of all errors which would be frauds, could it be supposed they were done intentionally; for example, if a player scored a point too many, or took tricks not belonging to him.

7. A player who quits the game loses it; but, in this case, one of the bettors is obliged, by his own interest, and that of the others, to take the vacant seat and finish the game.

8. At the end of each game the winning player first takes whatever is due to him, and then divides the

remainder amongst the bettors, giving to each his due, without, however, being responsible for errors which may result from the inexactitude of the accounts; the deficit (if any) must be borne by the bettors amongst them.

DEALING AND MISDEALING.

1. If the dealer give more or less cards than he is asked for, he loses a point and the right of marking king.

2. If the dealer deal himself more cards than he has thrown out, he loses the point and the right of marking the king if he has it in his hand.

3. If he deal himself fewer, he completes his hand from the first cards of the *talon*, since they are his by his right.

4. If he only perceives it when he has played, the player counts as tricks those cards which cannot be covered.

5. If, however, the fault is not the dealer's, as in the case where the player has asked for more or fewer cards than he has thrown out, then the player loses one point and the right of marking the king. But if he has too few cards he may mark it, for the simple reason that, holding the king with too few cards, he would, of course, have equally held it, if he had asked for his proper number.

6. Whichever (after having changed cards) holds more than five, loses a point, and the right to score the king.

7. Any case not mentioned in this chapter ought to be decided against the player who commits the fault.

8. If the dealer deal himself too few cards, the adversary has a right either to make him take the number wanting from the *talon*, or re-commence the hand, taking the deal.

9. If one of the two players, having too many or too few cards, should discard without giving notice to his adversary, and if the latter should perceive it, either from counting the cards thrown out, or in any other way, the player who thus makes a false Ecarté loses two points, *and the right of marking the king, even if he had turned it up.*

REVOKING AND UNDER-FORCING.

1. It is forbidden to either revoke or under-force (*sous-forcer*). This term means the answering a card with one of the same suit, but inferior value to those remaining in hand; for instance, putting the nine of clubs on the ten, having the ace in hand.

2. When a player revokes or under-forces, he is obliged to re-take his card, and the hand is played over again; but a player committing this fault does not score if he make the point, and only scores one if he make the *vole.*

GENERAL RULES AS TO FACING CARDS.

1. It is not allowable to look at the adversary's tricks under pain of playing with the cards on the table.

2. The player who, through error, or purposely, throws his cards on the table, loses one point, if he have already made a trick, and two points if he has not.

3. The cards are considered as thrown on the table, if, being embarrassed to keep a suit, a player lowers them so as to show them to his adversary; since it is possible, by this movement, to make him believe that the *coup* is abandoned, and induce him to show *his* cards also.

4. A player who quits the game loses it.

5. If a faced card is found in the pack, and it is perceived in dealing, the deal is null, except when the faced card happens to be the eleventh, because, in that

case, there is no interference with its destiny, which was "to have been turned up."

6. If it be only detected after the Ecarté, and the faced card fall to the party receiving cards, he may either keep it or begin the deal afresh, *and take the deal*, the fault lying with the dealer—it being possible to have been committed purposely, with a fraudulent intention, by an unscrupulous player.

7. If the faced card fall (after the Ecarté) to the dealer, the deal holds good; equally good is it, should the faced card remain unperceived till both players have finished taking in cards.

Many illustrations of hands might be given; but I think, having printed the rules and the mode of playing, the game may easily be learned by any gentleman who chooses to take the trouble. An ounce of practice, &c.

ANOTHER SET OF LAWS.

1. He who does not show his cut, loses the deal; and if he shows two cards, he must take the lowest.

2. The deal is good, though it should be discovered afterwards that there are either too few or too many cards in the pack.

3. If a faced card occurs in the pack during the first deal, the deal is void, unless it should be the eleventh or trump-card.

4. If faced cards are discovered in dealing for the discard, and those cards fall to the dealer, he must take them, and the deal is good; but if they fall to the adversary, he has the option to call a fresh deal or to go on.

5. If the dealer shows any of his own cards in dealing, the deal goes on; but if any of the adversary's

cards are shown, he has the option to stand the deal or not, after inspecting his hand.

6. If too many or too few cards are dealt at first, and it is discovered before the cards have been looked at, the error may be repaired, and the deal is good; but if either party has seen his cards, and the *dealer* has not enough, the adversary may either permit him to complete his hand from the Talon, or call a new deal. If he has too many, the adversary may either draw the overplus cards from his hand, or take the new deal himself.

7. If the *adversary* has too few cards dealt to him, he may take from the top of the Talon as many as he wants; or if he has too many, he may discard from the overplus—having the option, in either case, of calling a new deal.

8. The 6th and 7th rules are applicable where the dealer is in fault; but if the mistake has been caused by the carelessness of the adversary in discarding or taking in cards, he loses one point, besides being debarred from reckoning the king, if he has it that deal.

9. If the dealer deals out of turn, and it is discovered before the trump is turned, the cards are thrown up, and the right dealer takes them; if the error is discovered after the trump is turned, but before the parties have played or discarded, then the cards are to be put in reserve for the next hand, and the proper dealer goes on with the other pack: should the discovery, however, not be made till after the parties have played or discarded, then the deal is to be held good.

10. If the dealer shows more than one card in turning up for trump, the adversary may either demand that the eleventh card be the trump, and put the others shown to the bottom of the pack, or call a new deal.

11. The player who, under any pretence, looks over his adversary's cards, or the discard, must play out the hand with his own cards exposed.

12. Any one playing with more than five cards in his

hand, loses a point, and cannot score the king if he has it.

13. If one party play without previously naming the suit, or play a suit different from the one named, he must (if the other party require it) take up his card and play the suit named; but if the adversary judges the card played to be more favourable for him than the suit named, he covers it, and then it cannot be recalled.

14. A card played out of turn may be taken up, if not played to; but if covered by the adversary's card, it must remain.

15. A card falling accidentally from the hand upon the table, is considered to be played if it partly covers or is partly covered by the adversary's card, but not otherwise.

16. If it is discovered that a revoke has been made—that a party has refused to take a trick when he had a winning card—each must take up his cards, and play the hand over again: if the offender wins the *vole*, or five tricks, he is allowed to score only one point; and if he gains the point only, cannot score at all.

17. If a player throws down his hand either from mistake or want of temper, and the cards get mixed, the adversary scores two points.

18. The player who quits the game before it is finished loses it; but if any bets are depending, the adversary is obliged to play it out with any of the bystanders in the interest of the betters.

19. Lookers on have a right to interfere and point out any errors in the play, which if intentional would be unfair, such as taking up and scoring an adversary's trick, revoking, &c. The person who bets on any player is permitted to advise him in his game.

20. Bets must be renewed every game, if meant to be continued; and those made on condition of revenge are binding only against the winner, the loser not being obliged to continue his bet.

Any case occurring, not embraced by these regulations, is to be decided against the player who has committed a fault.

A CHAPTER ON PICQUET.

"Best of all games for man and wife;
Full of amusement, free from strife;
Of various fortunes, and from gambling free;
Picquet's the game, my love, for you and me."

PRICE.

I QUOTE Hoyle, or rather Hardie's edition of Hoyle, for the instructions in this ancient and respectable game; for nothing better or more comprehensive has as yet appeared.

Picquet is a game for two players. In preparing the cards, the twos, threes, fours, fives, and sixes of each suit are discarded from the complete pack, leaving thirty-two cards, which have the same relative value as at whist. The game consists of 101 points, and the usual mode of marking them is by cards, viz., the six and three of any suit to denote the units, and the six and three of another suit for the tens, laid over each other so as to exhibit a number of spots equal to the points gained.

EXPLANATION OF TERMS USED IN PICQUET.

Talon, or stock, is the eight remaining cards, after twelve are dealt to each person.

Repique, is when one of the players counts thirty points in hand before his adversary has or can count one, when, instead of reckoning thirty, he reckons ninety, and proceeds above ninety as many points as he could above thirty.

Pique, is when the elder hand counts thirty in hand or play before the adversary counts one; in which case, instead of thirty, it reckons for sixty, to which

is added as many points as may be reckoned above thirty.

Capot, is when either party makes every trick, which counts for forty points.

Cards, is the majority of the tricks, which reckons for ten points.

Carte Blanche, is not having a pictured card in hand, which reckons for ten points, and takes place of everything else.

Quatorze, is the four aces, kings, queens, knaves, or tens, and each *quatorze* reckons for fourteen points.

Threes of aces, &c., down to tens, reckon for three points.

Point, is the greatest number of pips on cards of the same suit, and are reckoned, the ace for eleven, the pictured cards for ten, nines for nine, &c., and count for as many points as cards.

Tierce, is three successive cards of the same suit, and counts for three points. There are six kinds of tierces, viz., ace, king, queen, called a tierce-major, down to nine, eight, seven, a tierce-minor.

Quart, is four successive cards of the same suit, and reckons for four points. There are five kinds of quarts, viz., ace, king, queen, knave, called quart-major, down to ten, nine, eight, seven, a quart-minor.

Quint, is five successive cards of the same suit, and reckons for fifteen points. There are four kinds of quints, viz., ace, king, queen, knave, ten, called quint-major, down to knave, ten, nine, eight, seven, a quint-minor.

Sixième, is six successive cards of the same suit, and reckons for sixteen points. There are three kinds of sixièmes, viz., ace, king, queen, knave, ten, nine, a sixième-major, down to queen, knave, ten, nine, eight, seven, a sixième-minor.

Septième, is seven successive cards of a suit, and counts for seventeen points. There are two sorts, viz.,

from the ace to the eight inclusive, a septième-major, and from the king to the seven inclusive, a septième-minor.

Huitième, is eight successive cards of the same suit, and reckons for eighteen points.

MODE OF PLAYING PICQUET.

On commencing the game, the players cut for deal, and he who cuts the lowest card is dealer. The deal is made by giving two cards alternately until each player has twelve. The remaining eight cards are placed on the table. The non-dealer has considerable advantage, from being elder hand.

The players having examined their hands, the elder hand takes the five cards which seem the least necessary for his advantage, and, laying them aside, takes as many from the *talon* or heap that is left; and the younger hand lays out three, and takes in the last three of the *talon*.

When you have *carte blanche*, you must let your adversary discard, and, when he is going to take his share from the *talon*, you must, before he has touched it, show your twelve cards, and your adversary must not touch the cards he has discarded.

In discarding, the first intention in skilful players is to gain the cards, and to have the point, which most commonly engages them to keep in that suit of which they have the most cards, or that which is their strongest suit; for it is convenient to prefer, sometimes, forty-one in one suit to forty-four in another in which a *quint* is not made; sometimes, even having a *quint*, it is more advantageous to hold the forty-one, where, if one card only is taken, it may make it a quint-major, gain the point, or the cards, which could not have been done by holding the forty-four, at least without an extraordinary take-in.

Endeavour, in laying out, to get a *quatorze*, that is, four aces, kings, queens, knaves, or tens, each of which

reckons for fourteen. If you have four aces, you may reckon also any *inferior quatorze,* as of tens, and your adversary cannot reckon four kings, though he should hold them, the stronger annulling the weaker. In like manner, you can count three aces, and inferior threes down to tens, while your adversary is not entitled to count his three kings, &c. Quatorze kings, if neither player has four aces, annul queens, and queens annul knaves in the adversary's hand, by the same rule.

The same is to be observed in regard to the *huitièmes, septièmes, sixièmes, quints, quarts,* and *tierces,* to which the player must have regard in his discarding, so that what he takes in may make for him.

The point being selected, the eldest hand declares what it is, and asks if it is good: if his adversary has not so many, he answers, *it is good;* if he has just as many, he answers, *it is equal;* and if he has more, he answers, *it is not good;* he who has the best counts as many for it as he has cards which compose it, and whoever has the point counts it first, whether he is eldest or youngest; but if the points are equal, neither can count; it is the same when the two players have equal tierces, quarts, quints, &c.

The points, the tierces, quarts, quints, &c., are to be shown on the table, that their value may be seen and reckoned; but you are not obliged to show quatorzes, or threes of aces, kings, &c.

After each has examined his game, and the eldest, by the questions he asks, sees everything that is good in his hand, he begins to reckon. The *carte blanche* is first reckoned, then the point, then the sequences, and, lastly, the quatorzes, or threes of aces, kings, &c.; after which he begins to play his cards, for each of which he counts one, except it is a nine, or an inferior one.

After the elder hand has led his first card, the

younger shows his point, if it is good, also the sequences, quatorzes, or threes of aces, kings, &c., or *carte blanche*, if he has it; and, having reckoned them altogether, he takes the first trick if he can with the same suit, and counts one for it; if he cannot, the other turns the trick, and continues; and when the younger hand can take the trick, he may lead which suit he pleases.

To play the cards well, you must know the strength of your game, that is, by your hand you should know what your opponent has discarded, and what he retains. To do this, be particularly attentive to what he shows and reckons.

As there are no trumps at Picquet, the highest card of the suit led wins the trick.

If the elder hand has neither point nor anything else to reckon, he begins to count from the card he plays, which he continues till his adversary wins a trick, who then leads in his turn. He who wins the last trick counts two. When the tricks are equal, neither party counts for them.

There are three chances in this game, viz., the repique, pique, and capot, all of which may be made in one deal. Thus, the eldest hand having the point, four tierce-majors, four aces, four kings, and four queens, he will make thirteen points, by playing the cards, and forty for the capot—which are reckoned in this way; first—

	Points.
Point	3
Four tierce-majors	12
Four aces	14
Four kings	14
Four queens	14
By play	13
Capot	40
Total	110

To pique your antagonist, you must be elder hand; for, if you are the younger hand, your adversary will reckon one for the first card he plays; and then your having counted twenty-nine in hand, even if you win the first trick, will not authorize you to count more than thirty.

LAWS OF THE GAME.

1. You must cut two cards at the least.

2. If a card be faced, and it happen to be discovered, either in the dealing or in the stock, there must be a new deal, unless it be the bottom card.

3. If the dealer turn up a card belonging to the elder hand, it is in the option of the elder hand to have a new deal.

4. If the dealer deal a card too few, it is in the option of the elder hand to have a new deal; but if he stands the deal, he must leave three cards for the younger hand.

5. If the elder or younger hand plays with thirteen cards, he counts nothing.

6. If you play with eleven cards, or fewer, no penalty attends it.

7. Should either of the players have thirteen cards dealt, it is at the option of the elder hand to stand the deal or not; and if he chooses to stand, then the person having thirteen is to discard one more than he takes in; but should either party have above thirteen cards, then a new deal must take place.

8. The elder hand is obliged to lay out at least one card.

9. If the elder hand takes in one of the three cards which belong to the younger hand, he loses the game.

10. If the elder hand, in taking his five cards, should happen to turn up a card belonging to the younger hand, he is to reckon nothing that deal.

11. If the elder hand touches the stock after he has discarded, he cannot alter his discard.

12. If the younger hand takes in five cards, he loses the game, unless the elder hand has left two cards.

13. If the elder hand leaves a card, and after he has taken in, happens to put to his discard the four cards taken in, they must remain with his discard, and he play with only eight cards.

14. If the younger hand leaves a card or cards, and mixes it with his discard before he has shown it to the elder hand, who is first to tell him what he will play, the elder hand is entitled to see his whole discard.

15. If the younger hand leaves a card or cards, and does not see them, nor mixes them to his discard, the elder hand has no right to see them; but then they must remain separate whilst the cards are playing, and the younger hand cannot look at them.

16. If the younger hand leaves a card or cards, and looks at them, the elder hand is entitled to see them, first declaring what suit he will lead.

17. No player can discard twice, and after he has touched the stock, he is not allowed to take any of his discard back again.

18. When the elder hand does not take all his cards, he must specify what number he takes or leaves.

19. Carte blanche counts first, and consequently saves piques and repiques. It also piques and repiques the adversary in the same manner as if those points were reckoned in any other way.

20. Carte blanche need not be shown till the adversary has first discarded; only the elder hand must bid the younger hand to discard for carte blanche; which, after he has done, show your blanche by counting the cards down one after another.

21. The player who, at the commencement, does

not reckon or show carte blanche, his point, or any sequence, &c., is not to count them afterwards.

22. In the first place, call your point; and if you have two points, if you design to reckon the highest, you are to call that first, and are to abide by your first call.

23. If the elder hand calls a point, and does not show it, it is not to be reckoned; and the younger hand may show and reckon his point.

24. You are to call your tierces, quarts, quints, &c., next; and to call the highest of them, in case you design to reckon them.

25. You are to call a quatorze preferably to three aces, &c., if you design to reckon them.

26. If you call a tierce, having a quart in your hand, you must abide by your first call.

27. If the elder or younger hand reckons what he have not, he counts nothing.

28. If the elder hand calls forty-one for his point, which happens to be a quart-major, and it is allowed to be good, and only reckons four for it, and plays away, he is not entitled to count more.

29. If the elder hand shows a point, or a quart or tierce, and asks if they are good, and afterwards forgets to reckon any of them, it bars the younger hand from reckoning any of equal value.

30. Whosoever calls his game wrong, and does not correct himself before he plays, is not to reckon anything that game; but the adversary is to reckon all he has good in his own game.

31. The player who looks at any card belonging to the stock is liable to have a suit called.

32. Any card that has touched the board is deemed to be played, unless in case of a revoke.

33. If any player names a suit, and then plays a different one, the antagonist may call a suit.

34. Whoever deals twice together, and discovers it

previous to seeing his cards, may insist upon his adversary dealing, although the latter may have looked at his cards.

35. Should the pack be found erroneous in any deal, that deal is void; but the preceding deals are valid.

CALCULATIONS.

The following calculations of the chances of taking in certain cards from the *talon* or stock will greatly assist the player in discarding his hand well.

1. The chance of an elder hand's taking in one certain card, is three to one against him.

2. That of his taking in two certain cards, is eighteen to one against him.

3. The odds that an elder hand takes in four aces, are 968 to 1 against him; at least three of them, is about 33 to 1; two of them, 3 to 1; one of them, 2 to 5.

4. If an elder hand has one ace dealt him, the odds that he takes in the other three are 113 to 1 against him; two of them, about 6 to 1; one of them, 2 to 3.

5. If an elder hand has two aces dealt him, the odds that he takes in the other two are 18 to 1 against him; at least one of them, is near 5 to 4, or 21 to 17.

6. In case the elder hand has two aces and two kings dealt him, the odds that he takes in either the two aces or two kings remaining are about 17 to 2 against him.

7. The elder hand having neither ace nor king dealt him, his chance to take in both an ace and a king is, in two cards, about 11 to 1 against him; in three cards, 4 to 1; in four cards, 9 to 5; in five cards, 33 to 31.

8. The odds that a younger hand takes in two certain cards are 62 to 1 against him.

9. The odds that a younger hand takes in three certain cards are 1,139 to 1 against him.

10. The younger hand having no ace dealt him, the chance of his taking in one is 28 to 29 against him.

11. If the younger hand has one ace dealt him, the odds of his taking in one or two of the three remaining aces are about 21 to 1 against him; at least one of them, 3 to 2.

12. The odds that the younger hand takes in one certain card are 17 to 3 against him.

13. The odds against a carte blanche occurring are 1,701 to 1.

The following

CASES OF INSTRUCTION AND CURIOSITY

I quote from the very lucid and (I doubt not) learned treatise in "Bohn's Handbook of Games:"—

1. Suppose you are younger hand, and that you have the queen, knave, seven, eight, and nine of clubs; also the seven, eight of diamonds, the seven of hearts, and the ten, nine, eight, and seven of spades; and that the elder hand has left a card,

Q. How are you to discard, to put it in the power of the cards to repique the elder hand?

A. You are to carry the five clubs and the four spades, and to leave a card; and by taking in the ace, king, and ten of clubs, you repique your adversary.

2. Suppose you have eight clubs, the ace and king of diamonds, the ace of hearts, and the ace of spades.

Q. Whether do you repique the younger hand or not?

A. The younger hand may have a carte blanche, by having three quarts to a ten, which reckons first, and therefore he is not repiqued.

3. What is the highest number to be made of a pique?

A. Eighty-two points.

Q. What are the cards which compose that number?

A. A quart-major in two suits, ace, king, and ten of the third, with the ace of the fourth.

This is only upon the supposition that the quart-major is good for everything.

4. What is the highest number to be made of a repique and capot?

A. A hundred and seventy points.

Q. What are the cards which compose that number?

A. The four tierce-majors, which are supposed to be good for everything.

5. Suppose you are elder hand, and that you want eight points of the game, and that the younger hand wants twenty-three points; and suppose you have dealt you the ace, king, and queen of clubs, the ace, king, and ten of diamonds; the ace, knave, and nine of hearts; the knave, nine, and seven of spades,

Q. How are you to discard, to prevent any possibility of the younger hand's making twenty-three points, without his reckoning a carte blanche?

A. You are to discard the king and queen of clubs, and the knave, nine, and seven of spades; by which method of discarding you are certain to make eight points, before the younger hand can make twenty-three points.

6. Suppose you have the ace, queen, knave, and knave of clubs, with the king and ten of diamonds; and suppose your adversary has the ace, queen, and knave of diamonds, and the king and ten of clubs, your adversary being to lead, is to make five points, or to lose the game,

Q. How shall you play to prevent him from making five points?

A. When he plays his ace of clubs, you are to play your king of clubs; by which means he can make only four points.

7. A and B play a partie at Piquet.

They are one game each of the partie.

A has it in his power to win the second game; but then he is younger hand at the beginning of the next game.

A has it also in his power to reckon only ninety-nine points of the second game, and B is to be seventy:

Q. Whether it is A's interest to win the second game or not?

A. It is A's interest to win the second game, in the proportion of fourteen to thirteen in his favour.

It is usual in the books, as the lawyers say, to give computations on the methods for safely laying money on this game; but as my Handbook is intended to teach gentlemen how to play at cards, and not how to gamble, I refrain from saying more than—

It is about five to four on the elder hand winning the game.

It is about two to one against the elder hand lurching the younger.

It is at least four to one against the younger hand lurching the elder.

A CHAPTER ON ALL-FOURS.

"We have played together,
Many a time and oft, at Put and Crib;
And at All-Fours have cheated with the best.
How can we reconcile such conduct with our honest seeming,
Or bear our heads so proudly in the world?"

MARTIN F. TUPPER (?)

AMONG the minor games at cards, All-Fours holds a deservedly high place. Although not often played in the clubs, or by what are called first-rate people, it is, nevertheless, a good, amusing game enough. It is played with a complete pack of cards, usually by two persons, but sometimes by four, in two partnerships. It derives its name from the four chances of which it consists, for each of which a point is scored; namely—

High, the ace of trumps, or next best trump in the non-dealer's hand.

Low, the deuce of trumps, or next lowest out, which is reckoned by the person to whom it is dealt.

Jack, the knave of trumps.

Game, the majority of pips, collected from the tricks taken by the respective players. The cards from which this is obtained are, ace, king, queen, knave, and ten of trumps. The ace reckons for *four* pips, the king for *three*, the queen for *two*, the knave for *one*, and the ten for *ten*.

MODE OF PLAYING.

The cards rank in the same order as at Whist, and nine or ten points constitute the game; the best mode

of marking them is by counters as at Whist, or by two cards.

Each player cuts for deal, and the lowest is dealer. The deal is made by giving one card alternately, until each player has six, and turning up the thirteenth card, which is trump. If the card turned up is a knave, the dealer scores one point to his game; but the knave of trumps in hand does not reckon, unless you make a trick with it; for if your adversary takes it with the ace, king, or queen, he scores it.

Endeavour to make your knave and ten of trumps as soon as you can, as they are reckoned by the person in whose tricks they are.

Always win your adversary's best cards when you can, either by trumping them, or with superior cards of the same suit. In every other respect, the game is played the same as Whist.

LAWS OF THE GAME.

If, in dealing, the dealer shows any of his opponent's cards, the opponent may demand a fresh deal.

The dealer giving his adversary more cards than are required, there must be a new deal; or if both parties agree, the extra cards may be drawn by the dealer from his adversary's hand. The same if the dealer give himself too many cards. But in either case, if part of the cards have been played, a new deal must take place. You cannot *beg* more than once in a hand, unless both parties agree.

With strict players, the adversary may score a point whenever his opponent does not trump or follow suit, and each calculates his game without inspecting the tricks, which, when erroneously set up, must not only be taken down, but also the antagonist either scores four points or one, as shall have been agreed upon.

There are several varieties of the game of All-Fours, but enough has been said to make the reader comprehend it.

In the game called BLIND-ALL-FOURS, the first card played by the non-dealer is trumps; and, with this exception, the foregoing rules are identical in both games.

ALL-FIVES is another variety, in which the five of trumps counts five on the cribbage-board; the king, three; queen, two; ace, four; knave, one; and ten, ten. The game is sixty-three up, and is played like All-Fours.

A CHAPTER ON QUADRILLE.

"Belinda now, whom thirst of fame invites,
Burns to encounter two advent'rous knights
At Ombre, singly to decide their doom,
And swells her breast with conquests yet to come.
Straight the three bands prepare in arms to join;
Each band the number of the sacred Nine.
Soon as she spread her hand, th' aërial guard
Descend, and sit on each important card:
First Ariel perch'd upon a matadore,
Then each, according to the rank they bore;
For sylphs, yet mindful of their ancient race,
Are, as when women, wond'rous fond of place."

POPE.

QUADRILLE is the game celebrated by Pope in his "Rape of the Lock." A writer in the *Athenæum*, while reviewing my "Whist," accuses me, by implication, of slighting this fine old game. I beg to assure him, and all my readers, that it was never my intention to do anything of the kind, in proof of which I append a description of the game as given in most of the editions of Hoyle; and notably by Mr. Bohn in his Handbook. I never played the game, so that I cannot say whether the directions are true or false. Let us presume the directions to be correct. The game is seldom played now-a-days; but it is a good game, as I take it, notwithstanding. *Tempora mutantur, et nos mutamur in illis.*

Quadrille is played by four persons, and the number of cards required are forty; the four tens, nines, and eights, being discarded from the pack. The deal is made by distributing the cards to each player, three

at a time for two rounds, and four at a time for one round, commencing with the eldest hand, the right hand player.

The trump is made by the person who plays, with or without calling, by naming spades, clubs, diamonds, or hearts, and the suit so named becomes trumps.

The following show the rank and order of the cards :—

RANK AND ORDER WHEN TRUMPS.

Clubs and Spades.

Spadille, the ace of spades.
Manille, the deuce of spades or of clubs.
Basto, the ace of clubs.

King.	Knave.	Six.	Four.
Queen.	Seven.	Five.	Three.

11 in all.

Hearts and Diamonds.

Spadille, the ace of spades.
Manille, the seven of hearts or of diamonds.
Basto, the ace of clubs.
Punto, the ace of hearts or of diamonds.

King.	Knave.	Three.	Five.
Queen.	Deuce.	Four.	Six.

12 in all.

RANK AND ORDER WHEN NOT TRUMPS.

Clubs and Spades.

King.	Seven.	Four.
Queen.	Six.	Three.
Knave.	Five.	Deuce.

9 in all.

Hearts and Diamonds.

King.	Deuce.	Five.
Queen.	Three.	Six.
Knave.	Four.	Seven.
Ace.		

10 in all.

From these tables it will be observed that spadille and basto are always trumps; and that the red suits have one trump more than the black, the former twelve, and latter only eleven.

There is a trump between spadille and basto, which is called manille, and is in black the deuce, and in red the seven; they are the second cards when trumps, and the last in their respective suits when not trumps. Example: the deuce of spades being second trump, when they are trumps, and the lowest card when clubs, hearts, or diamonds, are trumps; and so of the rest.

Punto is the ace of hearts or diamonds, which is above the king, and the fourth trump, when either of those suits are trumps; but are below the knave, and called ace of diamonds or hearts, when they are not trumps. The two of hearts or diamonds is always superior to the three; the three to the four; the four to the five; and the five to the six; the six is only superior to the seven when it is not trumps, for when the seven is manille, it is the second trump.

There are three matadores—viz., spadille, manille, and basto; whose privilege is, when the player has no other trumps but them, and trumps are led, he is not obliged to play them, but may play what card he thinks proper, provided, however, that the trump led is of an inferior value; but if spadille should be led, he that

has manille or basto only is compelled to lead it, which is the case with basto in respect to manille, the superior matadore always forcing the inferior.

TERMS USED IN THE GAME.

To ask leave is to ask leave to play with a partner, by calling a king.

Basto is the ace of clubs, and always the third best trump.

Bast is a penalty incurred by not winning when you stand your game, or by renouncing; in which case you pay as many counters as are down.

Cheville is being between the eldest hand and the dealer.

Codille is when those who defend the pool make more tricks than those who defend the game, which is called winning the codille.

Consolation is a claim to the game, always paid by those who lose, whether by codille or demise.

Devole is when he who stands the game makes no trick.

Double is to play for double stakes, with regard to the game, the consolation, the sans prendre, the matadores, and the devole.

Force, the ombre is said to be forced when a strong trump is played for the adversary to over-trump. He is likewise said to be forced when he asks leave, and one of the other players obliges him to play sans prendre; or pass, by offering to play sans prendre.

Forced spadille is, when all have passed, he who has spadille is obliged to play it.

Forced sans prendre is, when having asked leave, one of the players offers to play alone, in which case you are obliged to play alone or pass.

Friend is the player who has the king called.

Impasse.—To make the impasse is when, being in

cheville, the knave of a suit is played, of which the player has the king.

Manille is, in black, the deuce of spades or clubs; in red, the seven of hearts, or diamonds, and is always the second best trump.

Mark means the fish put down by the dealer.

Mille is a mark of ivory which is sometimes used, and stands for ten fish.

Matadores, or matts, are spadille, manille, and basto, which are always the three best trumps. False matadores are any sequence of trumps, following the matadores regularly.

Ombre is the name given to him who stands the game, by calling or playing *sans appeller*, or *sans prendre*.

Party is the duration of the game, according to the number of tours agreed to be played.

Pass is the term used when you have not a hand either to play alone or with calling a king.

Ponto, or *Punto*, is the ace of diamonds, when diamonds are trumps; or hearts, when they are trumps, and is then the fourth trump.

Pool.—The pool consists of the fishes, which are staked for the deal, or the counters put down by the players, or the basts which go to the game. To defend the pool is to be against him who stands the game.

Prise is the number of fish or counters given to each player at the commencement of the game.

Regle is the order to be observed at the game.

Remise is when they who stand the game do not make more tricks than they who defend the pool, and then they lose by remise.

Renounce is not to play in the suit led when you have it; likewise when not having any of the suit led, you win with a card that is the only one you have of that suit in which you play.

Reprise is synonymous with party.

Report is synonymous with reprise and party.

Roi Rendu is the king surrendered when called and given to the ombre, for which he pays a fish; in which case, the person to whom the game is given up, must win the game alone.

Spadille is the ace of spades, which is always the best trump.

Sans Appeller is playing without calling a king.

Sans Prendre is erroneously used for sans appeller, meaning the same.

Tenace is to wait with two trumps that must make when he who has two others is obliged to lead; such as the two black aces against manille or punto.

Tours are the counters, which they who win put down, to mark the number of the coups played.

Vole is to get all the tricks, either with a friend or alone, sans prendre, or declared at the first of the deal.

LAWS OF THE GAME.

1. The cards are to be dealt by fours and threes, and in no other manner. The dealer is at liberty to begin by four or three. If in the dealing there is a faced card, there must be a new deal, unless it is the last card.

2. If there are too many or too few cards, it is also a new deal.

3. No penalty is inflicted for dealing wrong, but the dealer must deal again.

4. He who has asked leave is obliged to play.

5. No one should play out of his turn; if, however, he does, he is not basted for it, but the card played may be called at any time in that deal, provided it does not cause a revoke; or either of the adversaries may demand the partner of him who played out of his turn, or his own partner, to play any suit he thinks fit.

6. No matadore can be forced but by a superior matt; but the superior forces the inferior, when led by the first player.

7. Whoever names any suit for trumps must abide by it, even though it should happen to be his worst suit.

8. If you play with eleven cards you are basted.

9. If you play sans prendre, or have matadores, you are to demand them before the next dealer has finished his deal, otherwise you lose the benefit.

10. If any one names his trump without asking leave, he must play alone, unless the youngest hand and the rest have passed.

11. If any person plays out of his turn, the card may be called at any time, or the adversary may call a suit.

12. If the person who won the sixth trick plays the seventh card, he must play the vole.

13. If you have four kings, you may call a queen to one of your kings, or call one of your kings, but you must not call the queen of trumps.

14. If a card is separated from the rest, and it is seen, it must be played, if the adverse party has seen it, unless the person who separated it plays sans prendre.

15. If the king called or his partner play out of his turn, no vole can be played.

16. No one is to be basted for a renounce, unless the trick is turned and quitted; and if any person renounces, and it is discovered, if the player should happen to be basted by such renounce, all the parties are to take up their cards and play them over again.

17. Forced spadille is not obliged to make three tricks.

18. The person who undertakes to play the vole has the preference of playing before him who offers to play sans prendre.

19. The player is entitled to know who is his king called, before he declares the vole.

20. When six tricks are won, the person who won the sixth must say, "I play, or do not play, the vole," or, "I ask"—and no more.

21. He who has passed once has no right to play after, unless he has spadille; and he who asks must play, unless somebody else plays sans prendre.

22. If the players show their cards before they have won six tricks they may be called.

23. Whoever has asked leave, cannot play sans prendre, unless he is forced.

24. Any person may look at the tricks when he is to lead.

25. Whoever, playing for a vole, loses it, has a right to stakes, sans prendre, and matadores.

26. Forced spadille cannot play for the vole.

27. If any person discover his game he cannot play the vole.

28. No one is to declare how many trumps are out.

29. He who plays, and does not win three tricks, is basted alone, unless forced spadille.

30. If there are two cards of a sort, it is a void deal, if discovered before the deal is played out.

RULES FOR LEARNERS.

When you are the ombre, and your friend leads from a matt, play your best trump, and then lead the next best, the first opportunity.

If you possess all the trumps, continue to lead them, except you hold certain other winning cards.

If all the other matts are not revealed by the time you have six tricks, do not run a risk by playing for the vole.

When you are the friend called, and only a matt, lead it; but if it is guarded by a small trump, lead

that. But when the ombre is last player, lead the best trump you possess.

Punto in red, or king of trumps in black, are good cards to lead when you are best; and should either of them succeed, then play a small trump.

If the ombre leads to discover his friend, and you have king, queen, and knave, put on the knave.

Preserve the suit called, whether friend or foe.

When playing against a lone hand, never lead a king, unless you have the queen; nor change the suit; and prevent, if possible, the ombre from being last player.

You are to call your strongest suits, except you have a queen guarded; and if elder hand, you have a better chance than middle hand.

A good player may play a weaker game, either elder or younger than middle hand.

In Mr. Bohn's "Handbook," various examples of games are given; in this treatise I do not consider it necessary to go that length; the more especially as this difficult, and once fashionable, game, requires much actual practice before it can be well played. The game of QUADRILLE (like OMBRE, the two-handed game) and REVERSIS, is now nearly extinct. It has been superseded by Whist, which is less intricate, more amusing, and infinitely more scientific.

"And now (as oft in some distemper'd state),
On one nice trick depends the gen'ral fate;
An ace of hearts steps forth: the king unseen
Lurk'd in her hand, and mourn'd his captive queen;
He springs to vengeance with an eager pace,
And falls like thunder on the prostrate ace.
The nymph exulting, fills with shouts the sky.
The walls, the woods, and long canals reply."

REVERSIS.

"Like Quadrille, this game has gone out of fashion; but, as old fashions are reviving, it is possible that Reversis may again be played in clubs and private houses."—*Saturday Review.*

Reversis is played by four persons, and a pack of cards, from which the four tens have been discarded. Each player should have a box, containing 6 contracts reckoned as 48 counters each, 20 counters 6 each, and 32; making in all 400 counters. There are two pools called the great and the little Quinola pools (the great one to be under the little one), which are to be placed at the dealer's right hand.

The deal is to the right; three cards are given to each person the first round, and four to the dealer, and four round afterwards, so that the dealer will have twelve cards, and the rest eleven each; the three remaining are to be placed singly on the table, opposite the three non-dealers, each of whom puts out a card under the pool, and replaces it with the card opposite to him on the table. The dealer also puts out one, but does not take one in; should, however, there be three remises or stakes, in the pools, then it is at the option of any player to take a card or not; if he does not, he may see the card before it is placed to the discard; then, previous to playing, the opposite parties exchange one with each other. The cards rank as at whist, and the points in the tricks are forty; each ace reckoning 4, king 3, queen 2, and knave 1. The points in the discard which form the *party*, reckon as in the tricks, except the ace of diamonds and the knave of hearts as great quinola. The former reckons five, the latter four. The player having

the fewest points wins the party. If two have the same number of points, then he who has the fewest tricks has the preference. If points and tricks are equal, then he who last dealt wins; but he who has not a trick has the preference over him who has a trick without points; and the espagnolette played and won, gains the party in preference to the last dealer.

When every trick is made by the same person, there is no party, and this is called making the Reversis.

The Great Quinola Pool is to consist of 26 counters, and to be renewed every time the same is cleared, or has fewer in it than the 26. This stake is attached to the knave of hearts, or Great Quinola, which cannot be put to the discard, unless there are 3 stakes, or 100 counters fish, in in the pool. The little quinola pool, containing 13 counters, and attached to the queen of hearts, as little quinola, is to be renewed in the same manner, and the little quinola cannot be put to the discard, unless there are 3 stakes or 50 counters in the pool. Each time either or both of the quinolas are placed, or played on a renounce, they are entitled to the stakes attached to them, except when there are three stakes in the pool; then the great quinola is to receive 100 counters, and the little quinola 50. On the contrary, each time the quinolas are forced, gergi, or led out, the stakes are to be paid in the same proportion as they would have been received, except in the single instance of the person who played the quinolas making the Reversis, when the quinola, to be entitled to any benefit, must be played before the two last tricks.

Every trick must be gained by one person to make the Reversis, which is undertaken when the first nine are made by the same person; there is then an end of the party, and of the quinolas, if held by him, except he has played both, or either of them, before the two last tricks; but, on the contrary, should his reversis be broken, he then is not only to pay the reversis broken, but the stakes to the pools for the quinolas he may

have played before the reversis was undertaken. All consolations paid for aces or quinolas by the person undertaking the reversis are to be returned on winning it.

The espagnolette is either simply 4 aces, 3 aces and 1 quinola, or 2 aces and 2 quinolas. The player who holds the same has a right to renounce in every suit during the whole game; and if he can avoid winning a trick, and there is no reversis, he of course wins the party in preference to him who is better placed; but if obliged to win a trick, he then pays the party to the other, and returns the consolations he may have received for aces or quinolas; and if he has a quinola, he must pay the stake to the pool, instead of receiving it. The player having the espagnolette is at liberty to wave his privilege, and play his game as a common one; but loses that privilege the moment he has renounced playing in suit. The player of the espagnolette receives consolation in any part of the game, if he forces the quinola.

If the reverses be won or broken, the espagnolette pays singly for all the company. When the holder of the espagnolette can break the reversis, he is paid, as before mentioned, by the person whose reversis he has broken; he can also undertake the reversis, but then his hand must be played as a common game. If the espagnolette has placed his quinola, and there is a reversis either made or broken, he is not to receive the stake; for when the reversis is attempted, the stakes are neither received nor paid, except by him who undertakes the same. If by another player having the ace or king of hearts, the espagnolette has, in any part of the game, either of his quinolas forced, he pays the stake and consolation to him that forces, except there be a reversis.

The dealer always puts two counters into the great quinola pool, and one into the little one; besides which, every player, at the commencement, puts 6 into the former.

and 3 into the latter; and each time the stakes are drawn, or there are fewer counters in the pool than the original stakes, the pool must be replenished as at the first. To the points in the discard, four are to be added for the party. The person who gives an ace upon a renounce receives a fish from the person who wins the trick, and if it is the ace of diamonds he receives two. The person who forces an ace, receives the same payment from all the players. The great quinola placed upon a renounce, receives 6 counters, the little 3; and if either be forced, the person who forces receives the same payment from all the players, and these payments should be made immediately, without being asked for. One or more aces, or either of the quinolas, played or gergi, that is, led out, pay the same as if they had been forced, to the person who wins the party; but it is for him to recollect and demand them. When either ace or quinola are placed, played, or gergi the last card, it is called *a la bonne*, and paid double; and all payments whatever are double to the person who sits opposite. The payments for the reversis, made or broken, are 80 counters, each player paying 20, and the opposite party 40, when the reversis is made: but, when broken, the whole is paid by the person whose reversis is broken; that is, he pays the person breaking it exactly the same he would have received had he won it.

LAWS OF THE GAME.

1. The person who misdeals loses his deal.
2. Any player taking his card without having put out to the discard, the deal is void.
3. The eldest hand is to see all the stakes deposited, as he is answerable for all deficiencies.
4. The discard is not to be changed after it is put out.
5. The eldest hand should not play a card until the

discard is complete: should he only have played, he is permitted to take up his card, and play another.

6. No person to play out of his turn.

7. Should it be perceived, at the end of the game, that there is a mistake in the discard, the deal is void, and must be made again.

8. No payments can be demanded after the cards are cut.

9. The person who throws down his cards, thinking he can win the remaining tricks, must pay for any quinola or ace which has or can be placed or given; and, in case of undertaking a reversis, the person who might break it can insist on his playing the cards as he who can break it may direct.

10. The player, whether thinking he has won the party or not, asks for the aces or quinolas led out, before the person who has really won the party demands them, he must pay for him who otherwise might have been called upon to pay.

11. Before playing a card, it is always permitted to ask how the cards have been played, but it is not allowed to observe it to others not making the inquiry.

12. Any player may examine his own tricks at any time, but must not look at those of any others player, except the last trick, which is open to all to see.

A CHAPTER ON POPE JOAN.

"A female Pope once ruled the Church.
Now she is degraded to the card-table;
And is not supreme even there."

MASTERS.

POPE JOAN, like Matrimony, is a game at which a number of persons may play. It is one of the best of the round or social games, and is seldom played without a board divided into compartments; though, of course, a sheet of paper marked out in squares would do as well. Everybody is acquainted with the Pope Joan board, which is to be had in the Lowther-arcade, gaily painted, for half-a-crown, and of most toy-sellers and country stationers.

The first step in the game is to prepare the pack of cards, which is done by rejecting the eight of diamonds. The deal is then settled by cutting or dealing the cards for the first knave, &c. The dealer then shuffles the cards, and his left-hand neighbour cuts them. The dealer next goes through the ceremony of what is called dressing the board. This he does by placing in their proper compartments fish, counters, or money stakes. It must be premised that the game is generally played for counters purchased previously to the commencement of the game.

The board is dressed in the following manner:—The dealer places one counter each to Ace, King, Queen, Knave, and Game; two to Matrimony, two to Intrigue, and six to the Nine of Diamonds—the Pope.

This dressing is, in some companies, at the expense of the dealer; though, in others, the players contribute each two stakes.

The cards are next to be dealt round equally to every player, one turned up for trump, and about six or eight left in the stock to form stops; as, for example, if the ten of spades be turned up, the nine consequently becomes a stop; the four kings and the seven of diamonds are always fixed stops, and the dealer is the only person permitted, in the course of the game, to refer occasionally to the stock for information what other cards are stops, in their respective deals.

If either ace, king, queen, or knave, happen to be the turned-up trump, the dealer may take whatever is deposited on that head; but when Pope be turned up, the dealer is entitled both to that and the game, besides a counter for every card dealt to each player.

Unless the game be determined by Pope being turned up, the eldest hand begins by playing out as many cards as possible; first the stops, then Pope, if he have it, and afterwards the lowest card of his longest suit, particularly an ace, for that never can be led through; the other players follow when they can in sequence of the same suit, till a stop occurs, and the party having the stop thereby becomes eldest hand, and is to lead accordingly; and so on, until some person part with all his cards, by which he wins the pool (game), and becomes entitled, besides, to a counter for every card not played by the others, except from the one holding Pope, which excuses him from paying; but, if Pope has been played, then the party having held it is not excused.

King and queen form what is called Matrimony; queen and knave intrigue, when in the same hand; but neither these, nor ace, king, queen, knave, or Pope, entitle the holder to the stakes deposited in the named compartment of the board, unless played out; and no claim can be allowed after the board is dressed

for the succeeding deal; but, in all such cases, the stakes are to remain for the next game.

This lively game requires some attention to recollect what stops have been made in the course of the play; as, for instance, if a player begin by laying down the eight of clubs, then the seven in another hand forms a stop; whenever that suit be led from any lower card, or the holder, when eldest, may safely lay it down, in order to clear his hand.

There is a game called COMMIT, which is very similar to Pope Joan; but it is now very seldom played. It is played from sequences, with a complete pack of cards. Though it is less interesting than Pope Joan, it is worth while describing.

COMMIT.

In life a mistake you may oftentimes make,
Which no after-repentance can lighten;
But at cards in Commit you a sequence may hit,
And the whole of the evening enbrighten.

THE game of Commit may be played by any number of persons, with a complete pack, which are all dealt out, except the eight of diamonds. A spare hand is dealt in the middle of the table, for the purpose of making stops in the playing, which is by sequences. When an ace or a king is played, the person who plays it receives from each of the party a counter, or whatever stake may have been mutually agreed on; and whenever anyone has played out all his cards, the game is at an end; and the person who is out (or has played all his cards) levies from all the rest of the party a stake for each card remaining, except that the nine of diamonds exempts the holder

of it from paying. This nine has also the privilege of being played in lieu of any other card, so as to prevent a stop; but if played out, it does not exempt from paying for the cards in hand.

The seven of diamonds and the four kings being certain stops, are, of course, eligible cards for the elder hand to play if he holds them; or sequences which will lead to them ought of course to be preferred. Thus, suppose A to play the nine of hearts—he calls for the ten—F plays it—A plays the knave—D the queen—and A the king, who then receives a counter from each player, and is entitled to begin a new sequence. Whenever a stop occurs to interrupt a sequence, the person who has played the last card begins again.

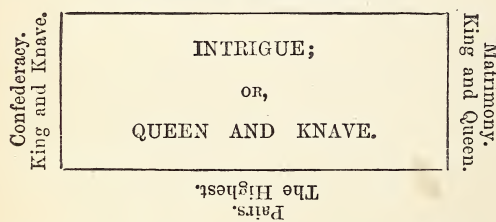
Aces are not necessarily stops, though kings are, being the highest cards, but both entitle the players of them to counters from all round.

A CHAPTER ON MATRIMONY.

"Marriage is a matter o' more worth
Than to be dealt in by attorneyship."

SHAKSPEARE.

THE once fashionable, and always pleasant, game of Matrimony, is played with a perfect pack of cards, by any number of ladies and gentlemen, from five to fourteen. The game consists of five chances, usually marked on a board or sheet of paper, thus:—



Matrimony at cards—unlike, yet like, matrimony in ordinary life—is seldom played for love. In the one case, money, in the other counters, form the stake. Of course it would be easy to carry the comparison between Matrimony for fun, and matrimony in earnest, to almost any length, and to prove how the results in both cases are happy or unhappy, lucky or unlucky—abounding in pleasure or full of misery—with all the rest of it. But as my object is to give instruction in cards and not in morals, I resist the opportunity—though sorely tempted—of being very smart, and pre-

ceed to a sober and correct description of the game as it is usually played.

Matrimony, then, is played with a full pack of cards; the ace of diamonds being highest, and, when turned up, sweeping the whole pool. The game is usually played with counters; though, of course, half-pence or silver may be used instead.

The dealer commences by placing a stake on each or any chance—that is, on the part of the board marked Intrigue, Confederacy, Matrimony, &c.

The other players deposit each the same number, except one; that is, when the dealer stakes twelve, the rest of the company lay down eleven each.

After this, two cards are dealt round to each player, beginning on the left, then to each person one other card, which is turned up, and he who so happens to get the ace of diamonds sweeps all; if it be not turned up then, each player shows his hand, and any of them having Matrimony, Intrigue, &c., takes the counters on that point; and when two or more persons happen to have a similar combination, the eldest hand has the precedence; and, should any chance not be gained, it stands over to the next deal.

The ace of diamonds, as before observed, wins the whole pool, but when held in hand ranks only as any other ace; and if not turned up, nor any ace in hand, then the king, or next superior card, wins the chance styled the best.

This very amusing game is peculiarly adapted for social parties, where low stakes are played for; and is productive of much fun when played correctly. As will be seen, it is extremely simple in its nature.

Matrimony, *pur et simple*, came into vogue with Adam and Eve, and is, therefore, the most ancient and primitive of all games.

ROASTON OR BOSTON.

"Of all the games at cards imported from the Old Country, I guess that Boston is about the smartest. You must keep your eyes open, and your memory pretty sharp set to win, I calculate; I do." SAM SLICK.

THIS old-fashioned game is played by four persons with a complete pack of cards, which are dealt in the same manner as at Whist, except that the last is not to be turned up. The players put 8 counters each into the pool and the dealer four additional. During each deal, the person opposite to the dealer should shuffle another pack to be cut by his right-hand neighbour, and turn up a card for the First Preference; the suit of the same colour, whether red or black, is styled Second Preference, and the other two are common suits. The player who misdeals puts four counters more into the pool, and deals again.

EXPLANATION OF TERMS.

Boaston.—To get five or more tricks.

Petit Misere.—To lose the whole twelve tricks, after having put out one card, which is not to be shown.

Grand Misere.—To lose every trick without putting out a card.

Petit Misere Ouvert.—To put out a card, then exhibit your hand, play it, and lose the 12 tricks.

Grand Misere Ouvert.—To lose every trick without putting out a card, your hand being exhibited.

Grand Slam.—To gain every trick.

The following table exhibits these chances in the orde in which they rank or supersede each other:—

The Boaston Table.	Tricks to be won by the		Reckoning for the Game.			
	Player.	Partner.	First Preference.	Second Preference.	Common Suits.	Misere.
Boaston	5	3	4	2	1	—
Petit Misere	—	—	—	—	—	4
Boaston...	6	4	8	4	2	—
Boaston...	7	5	12	6	3	—
Grand Misere	—	—	—	—	—	8
Boaston...	8	—	16	8	4	—
Boaston...	9	—	20	10	5	—
Petit Misere Ouvert	—	—	—	—	—	16
Boaston...	10	—	24	12	6	—
Boaston...	11	—	28	14	7	—
Grand Misere Ouvert ...	—	—	—	—	—	32
Boaston...	12	—	32	16	8	—
Grand Slam	13	—	36	18	9	—

MODE OF PLAYING.

If neither of the players undertake any of the above chances, they say in rotation, beginning with the elder hand, "pass," and there must be another deal, the new dealer putting four more counters into the pool.

If, on the contrary, the elder hand thinks he can get five tricks, he says, "1st Boaston." But if the second player undertakes "Petit Misere," he supersedes the first, and may in his turn be superseded by the third engaging to get six or seven tricks, which he announces by saying, "Boaston," and naming the number of tricks. The fourth hand or dealer may also supersede the third by undertaking Grand Misere, or any of the chances lower down on the table. In short, whoever undertakes to *do more* than the other players has the preference.

If he is to play Boaston he leads, and names whichever suit he pleases for trumps; but if he is to play Misere, the elder hand leads, and in this case there are no trumps. Boaston likewise, if he has not undertaken more than 7 tricks, may say whether he chooses to have a partner; and if so, any person who engages to get the requisite number of tricks (two less than Boaston has undertaken, as appears from the table) may answer "Whist," the right of answering beginning with Boaston's left-hand neighbour. When this is settled, the playing goes on as at whist, except that the partners need not sit opposite to each other, and every one is to take up his own tricks.

If Boaston and his partner get the number of tricks they undertook, or more, they are entitled to the counters in the pool at the time, called the Bets; and besides, the number of tricks they have won, added to the honours they both held, is to be multiplied by the number in the table opposite to the tricks they undertook, and under the name of the suit the trumps was in; the product must then be divided by 10, and the quotient shows the number of counters they are each entitled to receive from the other players. Should the product be less than 10, one counter is to be paid to each; if 15, and under 25, two counters; if 25, and under 35, three counters; and so on.

For example, suppose they undertake 5 and 3 tricks, and get 9, having two honours, the trump in Second Preference; 9 tricks and 2 honours added make 11, which multiplied by 2 (the figure under Second Preference opposite to Boaston 5) gives 22, considered as 20, being under 25; divided by 10, the quotient is 2, and each of the players receives two counters from the other two.

Nearly the same process shows what each pays to the other players when they fail to get the requisite number of tricks. The number of tricks deficient is added to the number undertaken, and the honours being added

to that, the sum is multiplied and divided as before, and the quotient shows the number of counters to be paid by the unsuccessful players to the rest of the party. For instance, suppose they undertake 6 and 4, having 4 honours, the trump in the first preference; if they get but 8, the 2 deficient, added to the 10 undertaken, with 4 honours, make 16, which multiplied by 8, as in the table, the product is 128, considered 130; and this divided by 10, gives 13 counters payable by them to each of the other players. Besides this, they pay a Baste to the pool, equal to the number they would have taken from it had they been successful; this is not put directly into the pool, but kept in reserve to replenish it when exhausted, and each baste is kept separate, and the largest put in first.

It must be observed that these losses are defrayed jointly when both player and partner fail to get their requisite number of tricks; but if one succeeds and the other not, the party failing bears the whole loss. But if one gets a trick less than his number, and the other a trick more, they are *jointly* successful, and share the gains equally; and when Boaston plays alone, or without a partner, the gain or loss is of course all his own, and he pays to or receives from each of the other *three* players the counters won or lost, besides the pool.

In playing any of the four modifications of "Misere," the player loses or gains, as he is successful or otherwise, the contents of the pool, and pays to or receives from each of the other three the number of counters opposite to the chance he plays, and under the head Misere, in the table. The gain or loss in playing "Grand Slam" is calculated in the same way as Boaston. As soon as a trick is gained in playing Misere, or one lost in playing Grand Slam, the deal is at an end.

When the pool happens to be exhausted, and no baste in reserve, it must be furnished afresh as at first.

If there are several bastes on the table, and the parties wish to finish the game, they may either share the counters, or put them all into the pool at once.

VINGT-UN, QUINZE, AND THIRTY-ONE.

"What age so captivating
'Neath the sun,
What game so lively
As Twenty-one?"

FROM THE FRENCH OF DE TORQUET.

FOR a round game at Christmas—or, indeed, any other period of the year when family gatherings take place—I know none more pleasant and harmless than Vingt-un.

The lively game of Vingt-un (Twenty-one) may be played by two or more players; and, as the deal is advantageous, and often continues long with the same person, it is usual to determine it at the commencement by turning up the first knave, the first ace, or any other mode that may be agreed upon.

The cards must all be dealt out in succession, unless a *natural Vingt-un* occurs; and, in the meantime, the pone, or youngest hand, should collect those which have been played, and shuffle them together, ready for the dealer, against the period when he shall have distributed the whole pack.

The dealer is first to give two cards, by one at a time, to each player, including himself. Each player looks at his card, and places his stake on the back; then the dealer asks each person in rotation, beginning with the eldest hand on the left, whether he stands or chooses another card, which, if required, must be given from off the top of the pack, and afterwards another, or more, if desired, till the points of the additional card or cards, added to those dealt, exceed or make twenty-one exactly, or such a number less than twenty-

one as may be judged proper to stand upon; but when the points exceed twenty-one, then the cards of that player are to be thrown up, and the stakes immediately paid to the dealer; who also is in turn entitled to draw additional cards; and, on taking a Vingt-un, is to receive double stakes from all who stand the game, except such other players likewise having twenty-one, from whom the dealer receives a single stakes, as for a tie; and when any adversary has a Vingt-un, and the dealer not, then the opponent, so having twenty-one, wins double stakes from him. In other cases, except a natural Vingt-un happen, the dealer pays single stakes to all whose numbers under twenty-one are higher than his own, and receives from those who have lower numbers than his own. The dealer also wins all ties. When the dealer draws more than twenty-one, he pays single stakes to all who have not thrown up.

Twenty-one, whensoever dealt in the first instance, is styled a *natural Vingt-un*, should be declared immediately, and entitles the possessor to the deal, besides double stakes from the dealer. In the case of more than one natural Vingt-un, they all receive double from the dealer, and the elder hand takes the deal.

Observe:—An ace is reckoned either as eleven or one; every court-card is counted as ten, and the rest of the pack according to their pips.

The odds of this game merely depend upon an average number of cards likely to come under or exceed twenty-one; for example, if those in hand make fourteen exactly, it is seven to six that the one next drawn does not make the number of points above twenty-one; but, if the points be fifteen, it is seven to six against that hand; yet it would not, therefore, always be prudent to stand at fifteen, for, as the ace may be calculated both ways, it is rather above an even bet that the adversary's two first cards amount to

more than fourteen. A natural Vingt-un may be expected once in seven coups, when two, and twice in seven, when four people play, and so on, according to the number of players.

In some companies, they play for the *Brulet* (the upper and lower card of the pack), and the dealer should, therefore, look first for that chance, which he holds irrespective to the cards dealt to him in the rounds. In the case of an ace and a tenth card forming a natural in the *Brulet*, the dealer receives double stakes from all the players; but, if the top and bottom cards of the pack turn out to be worthless, the dealer may then throw them down on the table and deal himself a card in each round in common with the other players. The dealer is at liberty to sell his deal at any period of the game, when it passes to the highest bidder.

QUINZE.

"Fifteen; a charming age of innocence—
A pleasant game at cards.
DE TORQUET.

THIS game is similar in its character to VINGT-UN. It is so called from fifteen being the game, which is played as follows:—

The cards must be shuffled by the two players, and, when they have cut for deal, which falls to the lot of him who cuts the lowest, the dealer has the liberty at this, as well as all other games, to shuffle them again.

When this is done, the adversary cuts them; after which the dealer gives one card to his opponent, and one to himself.

Should the dealer's adversary not approve of his

card, he is entitled to have as many cards given to him, one after the other, as will make fifteen, or come nearest to that number—which are usually given from the top of the pack; for example, if he should have a deuce, and draw a five, which amounts to seven, he goes on drawing, in expectation of coming nearer to fifteen. If he draw an eight, which will make just fifteen, he, as being closest hand, is sure of winning the game. But if he overdraw himself, and make more than fifteen, he loses, unless the dealer should happen to do the same, which circumstance constitutes a drawn game; and the stakes are consequently doubled. In this manner they persevere, until one of them has won the game, by standing and being nearest to fifteen.

At the end of each game, the cards are packed and shuffled, and the players again cut for deal.

The advantage is invariably on the side of the elder hand.

Any number of players can join in this game.

Quinze is a very fashionable game in France. Any body may learn all its mysteries in an hour.

Another way of playing *Vingt-un* and *Quinze* is as follows:—

Each player whose cards are under 21 (or 15) pays one counter or stake into the pool; those who overdraw pay two; and they whose cards make exactly 21 (or 15) pay nothing. The pool thus accumulates, till a natural (21) or Quinze (15) occurs, when the holder takes the pool and becomes dealer. This plan of playing these games is less open to risk and gambling than the usual method.

THIRTY-ONE (Trente-et-un).

Mysterious age, when dreams of love and marriage
Centre in wealth, a banker's book and carriage;
When learning's prizes tempt us not afar
From manly joys—the club and the cigar;
Billiards and whist succeeding moonlight ponderings,
And quiet pools to youth's romantic wanderings."

Lord Lytton. (?)

Thirty-one is an agreeable game, played with a perfect pack of cards, by any number of persons under fifteen. Each player puts an equal stake into the pool. Three cards are dealt to each, and a spare hand, in the middle of the table, which is turned up.—The object of the game is to get thirty-one, or as near it as possible, reckoning as follows: The ace stands for 11, each of the honours for 10, and the other cards for the number of spots on them respectively; thus ace, king, and 6 of any one suit reckon 27; ace, with two honours or one honour and the ten, for 31; an honour, a ten, and a five, for 25; and so on; but observe that all the three cards must be of one suit; and three cards of equal value, as three kings, tens, fives, twos, or aces, are better than 30, but inferior to 31. Each player in turn, beginning at the elder hand, exchanges one of his cards for one out of the spare hand; and this goes on till some one has got thirty-one, or stops changing. When anyone gets game, or 31, he shows his hand, and takes the pool, which finishes the game. If one stops without being 31, the other players can change once more only, or till it comes to the turn of the person who stopped, and then all show their hands, and he who is nearest to 31 gets the pool. In the event

of two or more being equal, the elder hand has the preference, only that three aces, kings, &c., rank preferably to three queens, or lower cards.

Another Mode is as follows:—Instead of depositing a stake, each player has two or three counters; and when all stop, the person who is lowest puts one of his counters into the pool; and he who has one or two left, after all the other players have paid in their three, is winner, and takes the whole. When two or more happen to be equally low, they each pay a counter.

A CHAPTER ON PUT.

"If you want to be robbed, my son, play Put in a tavern."

OLD PLAY.

"PUT," says Mr. Seymour, writing for the special behoof of the young princesses, "is the ordinary rooking game, and seems, by the few cards dealt, to have no difficulty in it; but there is great craft and cunning used by the players at it." I do not pretend to understand the game; but in order to render my book complete, I quote the directions given in an old edition of Hoyle.

PUT is played with an entire pack of cards, generally by two, and sometimes by four, players. At this game the cards have a different value from that of all other games; the best card in the pack is a *trois*, or three; the next a *deuce*, or two; then comes in rotation, as at other games, the ace, king, queen, knave, ten, &c. The dealer distributes three cards to each player, by one at a time; whoever cuts the lowest card has the deal, and five points make the game, except when both parties say "*I put*," for then the score is at an end, and the contest is determined in favour of that party who may win two tricks out of three. When it happens that each player has won a trick, and the third is a tie—that is, covered by a card of equal value—the whole goes for nothing, and the game must begin anew.

TWO-HANDED PUT.

The eldest hand should play a card; and whether the adversary pass it, win it, or tie it, you have the

right either to say "*I put*," or place your cards on the pack; if you accept the first, and your opponent decline the challenge, you score one; if you prefer the latter, your adversary gains a point; but if, before he play, your opponent says "*I put*," and you do not choose to see him, he is entitled to add one to his score. It is sometimes good play to say "*I put*," before you play a card; this depends on the nature of your hand.

FOUR-HANDED PUT.

Each party has a partner, and when three cards are dealt to each, one of the players gives his partner his best card, and throws the other two away; the dealer is at liberty to do the same to his partner, and *vice versâ*. The two persons who have received their partner's cards play the game, previously discarding their worst card, for the one they have received from their partners. The game then proceeds as at two-handed put.

LAWS OF THE GAME.

1. When the dealer accidentally discovers any of his adversary's cards, the adversary may demand a new deal.

2. When the dealer discovers any of his own cards in dealing, he must abide by the deal.

3. When a faced card is discovered during the deal, the cards must be re-shuffled, and dealt again.

4. If the dealer gives his adversary more cards than are necessary, the adversary may call a fresh deal, or suffer the dealer to draw the extra cards from his hand.

5. If the dealer gives himself more cards than are his due, the adversary may add a point to his game,

and call a fresh deal if he pleases, or draw the extra cards from the dealer's hand.

6. No bystander must interfere, under penalty of paying the stakes.

7. Either party saying "*I put*," that is, I play, cannot retract, but must abide the event of the game, or pay the stakes.

PUT is scarcely a game for gentlemen; but on a late journey from Shrewsbury to Chester—I was going, in fact, to the races held in a suburb of the quaint old city—I saw three persons dressed like gentlemen enter the railway-carriage, and presently produce a pack of cards. They induced a quiet-looking youth to join them. Their game was PUT. The quiet-looking young fellow lost seventy pounds; and though I looked sharply at the play, I could observe no cheating. From this fact I draw a moral: If you would keep your money in your pocket, don't play PUT with strangers in a railway-carriag

SPECULATION.

——"That wins of all;
Of kings, of beggars, old men, young men, maids."

SHAKSPEARE.

SPECULATION is a good, pleasant, noisy, easily-learned, round game, at which any number of persons may play, with a complete pack of cards. The cards bear the same value as at Whist, and the stakes are made with fish or counters, on which such a value is fixed as the company may agree. The highest trump in each deal wins the pool, and whenever it happens that not one is dealt, then the company pool again, and the event is decided by the succeeding coup. After determining the deal, &c., the dealer pools six fish, and every other player four, then three cards are given to each, by one at a time, and another turned up for trump; the cards are not to be looked at, except in this manner—the eldest hand shows the uppermost card, which, if a trump, the company may speculate on, or bid for; the highest bidder buying and paying for it, provided the price offered be approved of by the seller. After this is settled, if the first card does not prove a trump, then the next eldest is to show the uppermost card, and so on, the company speculating as they please, till all are discovered; when the possessor of the highest trump, whether by purchase or otherwise, gains the pool.

To play at Speculation well, recollection is requisite of what superior cards of that particular suit have

appeared in the preceding deals, and calculating the probability of the trump offered proving the highest in the deal then undetermined.

The holder of the trump card, whether acquired by play or purchase, has a right to conceal the rest of his cards till the other players have shown their cards in turn, or until he sells his trump, when his own hand is to be exposed in the same way as the rest.

Whoever looks at his cards out of turn can be compelled to turn them face upwards for the inspection of the whole company.

CONNEXIONS.

"What connexion are you, sir, to the lady?"

"I' faith, the union between clubs and hearts!"

FRENCH PLAY.

I AM doubtful about the origin of this game; but am told by those who profess to know something of cards, that our gallant neighbours, the French, claim its invention. And now that, by reason of the recent commercial treaty between England and France, the connexion of John Bull and Jean Jacques are drawn somewhat closer, I am fain to admit the claim without quibble. *N'importe.*

The game of Connexions is played by either three or four persons. If the former number, ten cards each are given; but if the latter, only eight are dealt. The cards bear the same value as at Whist, except that diamonds are always trumps.

The pool is formed by equal contributions from all the players.

The connexions are formed as follows:—

1st. By the two black aces.
2nd. The ace of spades and king of hearts.
3rd. The ace of clubs and king of hearts.

For the first connexion twopence are drawn from the pool; for the second, one penny; for the third, and by the winner of the majority in tricks, a halfpenny each is taken, or in like proportion, according to the stake determined on.

A trump played in any round where there is a connexion, wins the trick, otherwise it is gained by the player of the first card of connexions; and after a connexion, any following player may trump without incurring a revoke, and also whatever suit may be led; the person holding a card of connexion is at liberty to play it, but the others must, if possible, follow suit, unless one of them can answer the connexion, which should be done in preference.

No money can be drawn till the hands are finished; then the possessors of the connexions are to take first according to precedence, and those having the majority of tricks take last.

This, like the other minor games of cards, is very easily learned; and once learned, it is too simple to be altogether forgotten.

BRAG.

He was great at all card games, and especially at Brag.
THACKERAY.

As in other round games, Brag is played in various ways in various companies. The following, however, may be taken as the most usual:—

SINGLE BRAG.

In this game the Nines and the Knaves are called "Braggers," from their being the best cards—or "Turners," because they are convertible into cards of any other value, so as to form pairs or pairs-royal, by the highest of which the game is decided. Thus three braggers in one hand cannot be beat, as they form a pair-royal of the best cards, and are better than a natural pair-royal of aces, &c. Two braggers and an ace, &c., are better than one bragger and two aces, &c. In the same manner, a pair formed by the assistance of a bragger is better than a natural pair, or two cards, of like value. Thus a nine and a king take precedence of two kings, but are inferior to two aces. A knave and a king are better than a nine and a king; and if the pairs in two hands are equal, the higher value of the third card gives the preference; if they are equal in every respect, the elder hand has the preference. The lowest pair-royal that can be formed, as three twos, is better than the highest pair, as two aces, &c.

N.B.—In some companies the knave of clubs and the nine of diamonds only are admitted to be braggers or turners; and it is sometimes agreed that natural pairs or pairs-royal are to precede artificial ones of the same value, or those formed by the assistance of the knave of clubs or nine of diamonds; as thus, two kings to be considered better than a king with a nine or knave, but to yield to an ace and a nine or knave.

Mode of Playing.—The cards being shuffled and cut, a certain stake, from a halfpenny to a guinea, is deposited by the dealer, who gives three cards to each of the company. The elder hand, and the others after him, having examined their hands, either "pass," which is signified by laying down their cards or "brag," in which case the dealer's stake is to be answered by all who brag. On putting down another stake, or bragging a second time, the person doing so, if he holds a pair, but not otherwise, may insist on seeing the next player's hand, saying "I'll see you," or "I'll sight you," in which case they examine each other's cards, and the person having the worst hand of the two is obliged to lay it down or "pass." The players go on in this way till the braggers are reduced to two, who continue bragging against each other (either an equal sum with the dealer's stake or higher) till one "sights" the other, and whichever of the two has the best brag hand, wins the whole of the stakes put down.

BRAG AND PAIRS.

To vary the above game, the dealer sometimes deposits *two* separate stakes, one of which is for natural pairs, and the company may brag on either stake they please, or on both. Thus if one of the players has a pair or pair-royal of good cards, such as aces, down to tens or eights, he may answer one or both of the dealer's stakes, according to the chance of success afforded by the cards he holds; and can, if he holds a pair, "sight" those who are bragging on the same end with himself, as described above. Those who put their stakes on the brag-end proceed exactly as at Single Brag.

THREE-STAKE BRAG.

There is another way of playing this game, in which three stakes are deposited by the dealer, who gives two

cards to each player, and then turns up a third all round. The best whist card turned up takes the first stake, the elder hand having the preference if two equal cards are turned, except in the case of the ace of diamonds, which is always the best at this stage of the game.

The second stake is the Brag-stake, and is determined as at Single Brag, each reckoning his turned-up card along with the other two.

The third is gained by the player who holds, or obtains by drawing from the undealt cards, 31, or the highest number under that, the ace reckoning for 11, the pictured cards for 10 each, and the rest according to their pips. The elder hand has the preference in case of equality, and any one drawing above 31 loses of course.

The three stakes may be all gained by one person, in which case he is entitled, in some companies, to three more from each player; but this advantage is usually set aside, as savouring too much of gambling.

CASSINO.

"Who plays—who plays—who plays?
Now, my masters, all can win;
And ye who love, say nothing."
OLD PLAY.

THE game of Cassino is played with an entire pack of cards, generally by four persons, but sometimes by three, and often by two.

TERMS USED IN THE GAME.

Great Cassino, the ten of diamonds, which reckons for two points.

Little Cassino, the two of spades, which reckons for one point.

The Cards is when you have a greater share than your adversary, and reckons for three points.

The Spades is when you have the majority of that suit, and reckons for one point.

The Aces—each of which reckons for one point.

Lurched is when your adversary has won the game before you have gained six points.

In some deals at this game it may so happen that neither party win anything, as the points are not set up according to the tricks, &c., obtained; but the smaller number is constantly subtracted from the larger, both in cards and points; and if they both prove equal, the game commences again, and the deal goes on in rotation. When three persons play at this game, the two lowest add their points together, and subtract from the highest; but when their two numbers together either amount to or exceed the highest, then neither party scores.

LAWS OF THE GAME.

The deal and partners are determined by cutting, as at Whist, and the dealer gives four cards, by one at a time, to every player; and either regularly, as he deals, or by one, two, three, or four at a time, lays four more, face upwards, upon the board, and, after the first cards are played, four others are to be dealt to each person, until the pack be concluded; but it is only in the first deal that any cards are to be turned up.

The deal is not lost when the card is faced by the dealer, unless in the first round, before any of the cards are turned up on the table; but if a card happen to be faced in the pack, before any of the said four be turned up, then the deal must be begun again.

Any person playing with less than four cards must abide by the loss; and should a card be found under the table, the player whose number is deficient is to take the same.

Each person plays one card at a time, with which he may not only take at once every card of the same denomination upon the table, but likewise all that will combine therewith; as, for instance, a ten takes not only every ten, but also nine and ace, eight and deuce, seven and three, six and four, or two fives; and if he clear the board before the conclusion of the game, he is to score a point, and whenever any player cannot pair or combine, then he is to put down a card.

The number of tricks are not to be examined, or counted, before all the cards be played; nor may any trick but that last won be looked at, as every mistake must be challenged immediately.

After all the pack be dealt out, the player who

obtains the last trick sweeps all the cards then remaining unmatched upon the table.

The above I borrow entire from a little treatise published a few years ago, written by I know not whom. Of this game I, personally, know nothing—*Non omnia possumus omnes.*

LOTTERY.

"Life and love, alike a lottery."
TUPPER.

LOTTERY is one of the most amusing and lively games for a large party—especially when played for small stakes. It admits of a considerable number of players, and is played as follows:—

A complete pack of cards being separated into two parcels, each containing a red and a black suit, the person on the left of the dealer takes one of the parcels, out of which any of the players draws three cards for the prizes, which are placed with their faces downwards on the table. The dealer then proceeds to sell the cards in the other parcel, for the tickets, at such a price as may be agreed on, usually a counter for each card, and the twenty-six counters thus paid are placed in different proportions on the prizes. If any cards remain after all the party have got an equal number, one more card is sold to each of those wishing to purchase, in the order of dealing, so far as the cards will go. The players then turn their cards, and bet among themselves on the event of the drawing, thus: Each looks round the table to see who holds the cards corre-

sponding in value to his own (which will, of course, be of a different colour, there being only a red and a black suit dealt), and inquires how much they will stake on such a card; and the sum agreed on, from two dozen to a dozen counters, is laid upon the respective cards.

When all the bets are made, the drawing goes on in this manner. The person on the dealer's left (called the drawer), who holds the undealt parcel, turns the uppermost card, and, supposing it to be the nine of the black suit, he says, "the black nine pays the red," on which the person who has the black nine on the table pays to the holder of the red nine the number of counters staked on it, and turns down his card. In like manner, the red king, or whatever the next-drawn card may be, pays the black; and so on—the person who receives at the same time taking off the counters staked on his own card, and the person who pays turning down his. When a card is drawn which has been already paid—that is, when the *second* nine, king, ten, or six, &c., is announced, the card corresponding in colour and value is turned down.

There being twenty-six cards on the table, while there are only twenty-three to draw (the three prizes having been taken from that parcel), there will thus remain unturned three cards corresponding in value to the cards turned down for the prizes, and the holders of these three cards take each the counters which may have been placed upon that prize corresponding in value to his own card.

The drawer should place the cards, as they are drawn, at the bottom of the parcel, with their faces upwards, which will show when the whole twenty-three are drawn; and he ought to observe that those who get the prizes do not mix them with their other cards.

This game may likewise be played by a large company with *two* complete packs of cards, one for the prizes, the other for the tickets, and dealt by any two of the party as may choose, for the deal is neither advantageous nor otherwise. Each player pools a fixed sum, or stakes a certain number of counters, on which a settled value is put, and which are placed in a box or pool as a fund for the lottery; then after the cards have been shuffled, and are cut by the left-hand neighbour, one dealer gives to every player a card, face downwards, for the lots or prizes, on which are to be placed different numbers of counters out of the pool, at the option of the person to whom such card has been given; afterwards the second dealer distributes from the other pack a card to each player, for the tickets; the lots are then turned by one of the managers, and whosoever possesses a corresponding card receives the stake placed thereon, and those remaining undrawn are added to the fund in the pool; the dealers then collect the cards and proceed as before, till the fund is exhausted, when the party pool again, and those who have gained more counters than they want, receive the difference in money.

Another method is, to take at random three cards but of one of the packs, and place them face downwards, on a board, or in a bowl on the table, for the prizes; then every player purchases from the other pack any number of cards for tickets as may be most agreeable, paying a fixed sum or certain quantity of counters for each, which sums or counters are put in different proportions on the three prizes, to be gained by those who happen to have purchased corresponding cards, and such as happen not to be drawn are continued till the next deal.

COMMERCE.

"Wisdom and Fortune combating together.
If that the former dare but what it can,
No chance can shake it."

SHAKSPEARE.

COMMERCE is a good round game. It is played with a complete pack of cards, and any number may join in it.

Each of the players deposits an equal stake, usually a counter, in the pool; and the dealer, who is likewise called the banker, deals three cards all round, and asks, "Who will trade?" The players, beginning with the elder hand, either "Trade for ready money," or "Barter." Trading for money is giving a card and a counter to the dealer, who places the card under the stock, or remainder of the pack, and gives one in lieu of it, from the top, to the trader. The counter is profit to the banker, who thus trades with the stock free of expense. "Barter" is exchanging a card with the right-hand player, which must not be refused, unless the person of whom it is requested stands without trading or bartering, in which case, or as soon as any one stops, the hands are shown, and the best takes the pool.

The object in either trading or bartering is to obtain, 1st, a Tricon, or three like cards, similar to pair-royal, which takes place of the next two chances; 2nd, a Sequence, or three following cards of the same suit; which has the preference of, 3rd, a Point, or the greatest number of pips on two or three cards of the same suit in hand, the ace reckoning for eleven, and the pictured cards for ten. The highest tricon gains

the pool; or if no tricon occurs, the highest sequence; or the best point, if no sequence occurs.

The banker always ranks as elder hand in case of equality; and if he does not win, he pays a counter to the winner; but if he has a tricon or sequence, and loses in consequence of another having a better, he pays a counter to each player.

Another, and even simpler, mode of playing this game is as follows:—

An equal stake being put into the pool by each player, the cards are all dealt out, and the elder hand exchanges a card with the second player, the second with the third, and so on, till one of the party wins the pool by having all the cards in his hand of the same suit, which he announces by saying, "My ship sails."

SNIP-SNAP-SNOREM.

"Men and women are never so simple as when they play Snip-snap-snorem. A man is never a hero to his shoeblack; for the latter is sure to know the depth of his understanding."
—TUPPER.

THIS is a very laughable game, and is extremely simple. It may be played by any number of players, with a complete pack of cards. Each places before him *five* halfpence or counters as his stock, and all the cards are dealt out in the usual order. The game consists in playing a card of equal value with the person immediately before you, which *snips* him; if the player next to you has a third card of the same value, you are snapped; and the fourth produces a snore. For ex-

ample, if the elder hand A plays a six, and B likewise plays a six, A is *snipped*, and puts *one* into the pool. If C has also a six, B is *snapped*, and pays *two* into the pool; and if D has the other six, C is *snored*, and pays in *three*. The fourth, of course, is safe, because all the four sixes are now played. No person can play out of his turn; but every one must *snip* or *snap* when it is in his power. When any one has paid into the pool his *five* halfpence, he retires from the game; and the pool becomes the property of the person whose stock holds out longest. The cards are sometimes dealt three or four times before the game is decided; but if the players are reduced to two or three, they only get thirteen cards each.

LIFT SMOKE.

"He who would lift the smoke must needs provide himself with a pair of bellows."—TUPPER.

THIS game, says Hardie, may be played by from two to six or seven persons. About one-half or two-thirds of the pack, according to the number of players, is dealt round, and a card turned up for trumps. The cards rank as at whist, and are played in the same manner. The tricks are of no value, but each person taking one, lifts a card from the undealt portion of the pack, and adds to it those in his hand; and he whose cards hold longest out wins the game, and receives from each of the other players either a sum agreed on as the stake to be played for, or a counter from each for every card he holds. In the latter case, the players, as they respectively fall out of the game, ought to deposit a number of counters equal to the cards in

that person's hand who holds most at the time, these successive deposits becoming the property of him who has cards remaining after all the others have played. When the cards left undealt are nearly exhausted, the tricks which have been taken are put under the remainder, and this is repeated as often as it is necessary.

BLIND HOOKEY.

Take what you get, for you can't be a chooser
In this simplest of games for both winner and loser.
PROVERBIAL PLATITUDES.

THIS game is played with a full pack of cards, which rank as in whist, by any number of persons. The cards are shuffled and cut, and then divided by the youngest hand into three heaps, face downwards. The elder hand then gives one heap to the dealer, and the other players put their stakes on the remaining heaps. The dealer then turns up his cards, and as the bottom card is higher or lower than the bottom cards of the other two heaps, he wins or loses the stakes. The deal passes as often as may be agreed on; at every third round (say) or when the dealer has won twice or thrice in succession.

The game may be played by two persons, the dealer winning all ties.

POLISH BANK.

To each and all a several rank,
For each in turn must charge take of the bank.
LUBBOCK.

IN this favourite Round Game a Pool is made by the dealer, who puts in three coins or counters. Three cards are dealt, face downwards, to each player. The elder hand then examines his cards, and states what he will go. The dealer turns up a card from the pack, and as the player's cards are higher or lower, in the same suit, than that of the dealer, he takes from or puts into the bank

the stake made. If the player has not a card in his hand of the same suit as that turned up by the dealer, he pays as a matter of course. The same plan is observed with each player till the end of the round. The dealer, at the end of three rounds, resigns his deal to the player on his left hand, and takes whatever stakes may remain in the pool. Each time the pool is cleared during his three rounds, the dealer must put in the stakes agreed upon before commencing play—three halfpence, pence, or shillings, as the case may be.

EARL OF COVENTRY.

Though a trifling little game,
Can anybody blame
The players at the same
When they play for love or fame?
From all art and science free,
'There's another good as he,'
Then comes 'the best of the Three,'
And the 'Earl of Coventry.' —TUPPER. (?)

THE pack must be complete, and all the cards dealt out. The elder hand begins, and the game consists in playing in succession the four cards of corresponding rank, accompanying the playing by a rhyme. Thus, suppose the first to play a Ten, he says, "There's a good Ten."

The 2nd, "There's another as good as he."
3rd, "There's the best of all the three."
4th, "And there's the Earl of Coventry."

The player of the fourth card begins again, and the playing goes on in regular order, passing those who have not corresponding cards. The person who is first out wins from all the others a counter, or stake, for each card they hold respectively. This is a simple but not unamusing game.

NAPOLEON.

Hail great conqueror, mighty mystery,
Who shall tell thy famous history? —CLOSE.

THIS game, a very simple one, is played by four, five, or six persons, with a full pack of cards; but it is best when played by three or four. Having decided on the order of play and the stakes to be played for—so much a trick—the dealer gives five cards, one at a time, face downwards, to each player. The one to his left looks at his cards and declares how many tricks he can make; the card he leads off being trumps for the round. Supposing he declare two tricks and make them, he receives from all his opponents the stakes. If he declare three or four, and make them, he receives, in proportion, three or four times the stake from each person playing against him. If, however, he declare five, which he should only do with a very strong hand, he is said to go the Napoleon, whether he win or lose. If he win, he receives ten times the stake—a double stake for each trick: if he lose, he pays single stakes, as in ordinary cases. It may happen, however, that the first player declines to declare. It then becomes the privilege of the second player; and on his declining, the third, and so on to the last. The deal passes with each round, so that each player in turn is banker. Like other games, this is merely a device for winning and losing money, but it requires some care in playing to win. The cards take their natural order: ace, king, queen, &c.

GAMES FOR ONE PLAYER,

as Patience, Pairs, &c., I have not thought it necessary to mention. They are all childish and simple, and not worth learning. When a man is reduced to such a pass as playing cards by himself, he had better give up—or take to reading.

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